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A Dungeons & Dragons Roleplaying Game Supplement

The Supporting Cast

By Stephen Radney-MacFarland

Illustration by Ben Wootten

Arguably, the heart and soul of Dungeons & Dragons® and many other roleplaying games is combat: beating up monsters and taking their stuff. But unless you are playing a purely beer-and-pretzel game to unwind after a long and grueling work week, this activity is best when framed within the context of a world, and while that world doesn't need to be realistic (it is fantasy, after all), it is more enjoyable when the world is plausible. Furthermore, it should interact with the character's actions in meaningful and natural ways.

As a DM you'll likely spend hours stocking your dungeons, ruins, and enemy-filled fortresses with appropriately challenging monsters, traps, and skill challenges. But you'll also need to create the supporting characters that are the best medium through which to bring your world to life. The members of your supporting cast will supply physical or informational support to your adventurers. They are quest-givers, suppliers, and avenues for information about the game world and the campaign. Other times they can provide story wrinkles, the chance to uncover secrets, and present moral dilemmas that can be as challenging as any dragon. When their actions interact or interfere with the goals of the heroes, you create the illusion that your fantasy world is populated with realistic people, each with his or her own agenda.

It's tempting to view a supporting cast as a gang of flat characters whose single purpose is to supply the characters with a means to start or continue an adventure. While this is the primary purpose of an NPC, it is not the only one. Each nonplayer character is also an opportunity to showcase or illustrate the larger world of your campaign and to engage your players in a brand of escapism that makes your world more substantial, a world that transcends chasing after monsters and loot. You create the illusion of a world filled with people, each with his or her own motivations, goals, desires, and ways in which your players can interact with them. Good characters can add depth any adventure; they can be used to foreshadow future campaign events, or can serve as the starting point of an adventure or quest.

This month we will look at some simple tricks for prepping and enhancing these supporting players to create interesting and well-rounded characters that can both bolster and challenge your players as well as your campaign.

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Divide and Conquer

Prepping for a game session is a lot of work. There are maps to be drawn or *Dungeon Tiles* to be gathered and organized. Stat blocks must be built or collected. There are monster powers to digest, fiendish tactics to be hatched, traps to master, treasures to pick. Unless you are using a published adventure, it's a long to-do list.

This kind of planning utilizes the more analytical parts of your brain. It's full of logic, numbers, and strategy. By the time you're done, the last thing you might want to do is bend your mind toward emotional attachment, strange personalities, and the possible relationships for a group of supporting characters. This is understandable: You're just not in the right headspace. Because of this, you might want to divide your game prep time into two sessions. In one session you will prepare the action of the combat game that is so important in D&D—the challenges and rewards that make up most combat encounters. Later, when your brain has recovered from stat-immersion, spend another prep session dealing just with the NPCs and how they can support or drive the story of your game.

If you are one of those DMs who deals more with story than combat, this strategy works perfectly well in reverse. If you spend much of your time thinking about the various pieces of the story puzzle, it can be hard to jump straight into number-heavy combat creation.

By dividing your prep time in this manner, you can focus on the task at hand. After you have finished both aspects of the adventure or game session, go back and start troubleshooting the whole thing together. Look out for places where combat encounters are unrealistic or don't fit in with the larger story or the motivations of NPCs, and do the same for the supporting cast and how they interact with the ongoing action in the game. You can brainstorm solutions to smooth out jarring disconnects and adjust either the combat side or the story side as needed.

If you use a notebook to prep your game sessions, try this trick: use opposing pages of your notebook to track and compare corresponding combats and challenges on one side and characters and story on the other. One kind of notebook, popular with some game designers, features a grid on one page of the notebook's spread and ruled paper on the other. I've seen people use these, in a manner similar to what I'm describing, to great effect in their campaign planning. Personally, I have a computer set-up with two screens. When I prep for game sessions, the right-hand screen is dedicated to the game rules and tactics while the left screen is dedicated to story and character motivations, and I work first on one, then the other, then both together, as I described above. I've found this makes it easy to synchronize all the elements of a game.

A Little Goes a Long Way

When creating characters and other story elements, it is tempting to plot out every minute detail. After all, world building is a blast, and one of the greatest joys a DM can have is fleshing out a campaign world. That said, it pays to be flexible. Even if you have played with a group of players for a long time and you think that you know what kind of plot threads they will tug on, players will surprise you. Because of this, it is best to start with a skeleton description of your NPCs. The way to do this is by fleshing out those aspects of the character that your PCs will interact with first. Reserve other details for later, so if you suddenly realize you need, for example, access to a certain ritual, or specialized knowledge about the local power players in town, you can give it to one of the NPCs close at hand.

Here are the broad details I record when I first create a nonplayer character for a roleplaying encounter.

Name or Alias: Every character needs a name, either a given name, an assumed name, or a title that he or she goes by. Nobility is easy. "The Baron" might work for a session or two, and the players will call some characters only by their titles. The head of the local temple of Pelor might be named Yris Re, but the players will end up calling her the Hierophant for a number of sessions, unless they find reason to interact with the cleric on more than a "Hey, can you cast a Raise Dead ritual?" level.

NPC names should be evocative and easy to pronounce. This is good advice for both you and your players: "Herc'alath" might look cool when you type it, but trust me, unless you practice a consistent pronunciation before the game session, you'll stumble on it a few times in actual play. Because a significant amount of in-game information is conveyed orally, if you repeatedly fumble with a name, you erode the players' suspension of disbelief. As a name, "Hercal" just works better.

Consider words and names you stumble though every day. If a name in real life is more than one or two syllables, people will mispronounce it. Trust me: If I had a nickel for every time I was called Randy Macfarl, or every time someone mispronounced MacFarland, I would be living out the remainder of my days running games beachside. Do yourself a favor: unless you are creating a dragon character, keep names short and simple. Even in the case where you want a name that's longer, come up with a handy nickname, because if you don't do it, your players will. You might save yourself work and consider just using the players' nickname for your NPC, unless that nickname is too silly or degrading. It makes it easier for the players to remember. You might also include the

players' coining of the NPC's nickname as material for your story, especially if the NPC loves (or loathes) the new moniker.

Appearance: A character will often see an NPC before they learn his or her name, so it's important to know what he or she looks like. Height, weight, and eye, hair and skin color are important, but those details don't go far enough to make an NPC memorable. There are a few tricks to help characters stand out. The first is to focus on a strange or out-of-place feature: A famed warrior who dresses in fine silks and comes across as soft or vain is more memorable than the typical knight is shining armor or a scarred veteran in beat-up plate mail. A strangely handsome half-orc, an overly tall and muscular halfling, and ugly or deformed eladrin—these characters play against type and are more memorable. You probably shouldn't draw from this well too frequently or pretty soon your campaign's supporting cast will be made up entirely of misfits. But it is a handy trick for making important NPCs stick out in the players' minds.

Another trick is to use props. Commandeer artwork from the Internet to use as NPC handouts (I typically print the name of the NPC under the picture and place it in a visible location on the game table). This is a great solution for NPCs that frequently appear in the game; you can place the handout somewhere prominent in the game area (clipping it to your DM screen, for example). Another method is to choose a miniature that will be used exclusively for that character.

Mannerisms: Mannerisms are important for both describing the character and providing insight into his or her personality. They also help players understand when you are speaking in character as that NPC. A memorable mannerism can be as over-the-top as a cheesy Scottish accent, or as subtle as a character who frequently twists his wedding ring. There are many mannerisms that are easy to describe, from hand wringing to a nervous tic, slow and deliberate speech, or energetic gesticulating. It is better to roleplay mannerisms than to describe them. Changing your normal speech pattern or taking on the mannerisms of the NPC while you roleplay is a subtle yet powerful clue to the players that they are speaking to the NPC, rather than the DM, and further brings that NPC to life. This is especially true if you are roleplaying several characters at once.

For instance, let's say the PCs have an important meeting with the town luminaries. During this conference they chat with the local baron (who speaks in a deep baritone and uses the royal "we"), the head of the local thieves' guild (who whispers, avoids others' eyes, and toys with a "lucky" platinum piece) and the head cleric of Erathis (who listens carefully, but seldom speaks, simply nodding agreement when it serves her temple's purpose). By changing the mannerisms while roleplaying each NPC, the players will quickly be able to know who they are talking to at any given moment.

When picking the mannerisms for NPCs, it is best to make a few simple roleplaying notes and then practice those mannerisms a couple of times before the game. Then when it comes time to play, you should be able to quickly slip into character when that NPC enters the scene.

Place in Society: One big time-saving tactic is to decide, broadly, what an NPCs' social status and standing are. Later, when the players decide to gather information about that particular character (or just start asking around out of the blue), you'll have believable answers ready. Is the baron loved by his people? Is the high priest loyal to the throne or a schemer? Can the merchant prince be trusted? Is the local vigilante's identity an open secret? Is the person loved or feared? Honest or deceitful? Craven? Mad? These details will also make it easier for you, as the DM, to roleplay a character since you'll have a good sense of where he or she sits within the framework of your campaign world.

It's not just important to figure out what place a character has in society, but also what place the heroes occupy in the mind of those NPCs. Do the citizens of the kingdom see adventurers (and the players' party, specifically) to be true and honest defenders of the kingdom, a necessary evil, or gangs of armed ruffians? And why? Determining the answers to these questions provides good material for roleplaying encounters, and can help determine the DCs for social skill checks. A ruler who is wary of adventurers is going to be harder to negotiate with than the local hedge wizard who was recently rescued from a runaway air elemental by friends of the heroes.

What Do They Offer? Adventurers, through necessity, are pragmatic. Only in the most roleplaying-intensive campaigns do you find players willing to have long interactions with NPCs merely for the sake of interaction. Most players are on the lookout for the two currencies of D&D—experience and gold. Because of this, perhaps the most important question you need to answer about every single one of your NPCs is what they have to offer the heroes.

Often this is easy. NPCs can offer quests, information, and money to fund an expedition. At other times, an NPC's aid is more subtle: A way to distract enemies, create magic items, or promise further rewards. When building your campaign world, it can be tempting to detail every guild leader, moneylender, scalawag, and crook, but you really only have to create the small number of those that interact with the campaign's main driver—the heroes. Bogging down your campaign with numerous characters confuses the story of your game. Players assume that

if an NPC appears, doesn't try to kill them, and the DM treats that character as significant, then that NPC exists to provide the heroes with something they need. Information in this game is valuable, and players, whether they are willing to admit it or not, expect the game to serve their goals and desires. It's okay to deviate from this every once in a while, to create diversions and red herrings to insert a bit of intrigue in your campaign, but don't go overboard. A clutter of nonplayer characters will muddle your tales and make your players wonder what details they are missing.

Secrets: Everyone has secrets, both big and small, and NPCs should be no different. When coming up with secrets for my characters, I design possible secrets rather than concrete secrets. This gives me more flexibility for adventure hooks later. Secrets, when you first jot them down, don't have to be true or false. Secrets can exist entirely in the realm of potential. This is because the character you are most excited about might hold little to no interest for your players. Allow more than one character to have similar possible secrets that are important to your campaign's plot: Is one of your NPCs secretly the murderer that is haunting the streets of the city after midnight? Having loose secrets allows you to proceed describing the murders until, through your player's actions and assumptions, you can decide which NPC becomes the obvious perpetrator. This allows you to create tension and the excitement of discovery at just the right moment. Of course, not every secret needs to be as significant as the identity of a crazed murderer. Giving each character at least one small secret that has the possibility of creating a fun side quest is a great way to create the truly character-driven stories that those nosy PCs love. If you run a group that's always on the lookout for that next plot hook, creating a handful of secrets for each important secondary character is a great way to let them drive the story, or at least find their path to the next big adventure you have planned.

Let the Supporting Cast Grow

Supporting characters should never be the focus of your campaign—that distinction is for the heroes alone. But to make those supporting cast members authentic and interesting, they should grow along with the heroes. Each time your heroes meet up with one of the supporting characters, the world should also be affecting that character, at least in a small way. Such change can bring on new adventure opportunities, but it also create a sense of verisimilitude.

As an example, consider the hedge wizard that the heroes visited to buy consumable magic items and rituals at lower levels. Sure, she can just be the go-to gal the adventurers visit each time they wander into town, but she can also be the source of information about local politics and changes to the status quo. And although she can serve as kind of know-it-all who babbles about local goings on when the heroes visit her shop or tower, it is more believable, and more natural, if such information is framed within the context of the shifting fortunes of her own life.

For instance, let's say the first time the heroes encountered the character, she was nothing more than a down-on-her-luck wizard living in a rickety tower on the edge of town. She supplies the heroes with services and material for a nominal fee, and just happens to have a few rituals or potions that the heroes might find useful in their foray into the dungeon. When the heroes return to town, they might find she does not have what they need for the next round of challenges, in which case she can point them to a more powerful wizard with more abundant resources. Or the heroes find that the wizard's tower is under renovation. She now has an apprentice, the daughter of a rich and powerful merchant, and of course, she can supply the heroes with whatever new rituals and equipment they need, thanks in part to her current windfall. She is also now an important source of information about the machinations of the ruling class of the town, thanks to her snotty but talented apprentice. As the heroes make a name for themselves, this hedge wizard moves up in the social ranks, drawing the attention of nobles and adventurers alike. Over time, she might find out about a local underground cult of demon worshipers among the town's elite, and pass along the information in secret to the heroes, asking them to trail her apprentice (who has been acting strangely lately). Or the wizard and the apprentice suddenly disappear, leaving behind a strange series of journal entries or cryptic clues.

Character development is not the province of players alone. Like that of the heroes, NPC fortunes should rise and fall. They should gain experience and political power, and if they are truly supporting characters, they should continue to be of use to the heroes in your game. Whereas a random NPC can come and go in a stray roleplaying encounter, the more developed characters will follow the heroes' careers, rise with them in power, prestige, and personality. They can either help or hinder them. Some will start out friends but become enemies. Others will start as impediments to the heroes' goals, only to find common cause later in the campaign. A good character is a developed character, whether that character is controlled by a player or the DM.

Balancing Act

The supporting cast of characters in any campaign can be a source of adventure, fun, and verisimilitude. They can create the interactions and relationships that differentiate a campaign world that feels full, rich, and authentic from a series of loosely connected dungeon delves. The tricky part is finding the mix of interaction with secondary characters that fits your campaign.

If your gaming group meets once or twice a month, you might want to limit the number of important secondary characters in your game to a handful. If there are too many secondary characters, your players will have a hard time keeping them straight and interacting with them will eat up too much of your limited gaming time. In these cases, it is also a good idea to make your NPCs larger than life. The gnome named Dorfunk the Magnificent who rides a dire badger and dresses like a jester is going to stick in a player's mind longer than the reticent mud-caked ranger. If the group meets more frequently, or you have a group that is more interested in talking with NPCs than beating down never-ending menagerie of monsters, interactions with the supporting cast can be more numerous and more subtle. However, no matter your gaming style and the desires of your players, the tactics I've outlined above for planning, creating, and evolving your nonplayer characters should produce a more satisfying supporting cast for all your campaigns.

About the Author

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Court of Stars:
Baba Yaga, Mother of All Witches

By Alana Abbott

Illustration by Goran Josic

The old woman takes the bread the young man offered and gives him thanks. "Perhaps I will be useful to you someday," she says. "Tell me what it is you seek."

The young man explains his purpose: to find Baba Yaga. At this, the old woman laughs.

"You are either very brave or very foolish. Perhaps both. But I can tell you of Baba Yaga, Mother of All Witches. Her home stands on chicken legs, so that she can travel while sitting inside. She can detect the scent of mortals on her land, and sometimes she sleeps with her nose in the ceiling so as not to be disturbed. She is tall, but haggard. Do not be deceived by her appearance, however; she is far stronger than she looks. If you must seek her wisdom, be polite, and perhaps she will not eat you.

"Dawn, Noon, and Night serve her, and she is Death's own mistress. In all the thrice nine kingdoms and beyond the thrice tenth, she is the most devious, most cunning of hags, and even fire cannot destroy her."

The young man, having heard these stories before, asks if perhaps the old woman has a token he could take with him—a comb from which a forest could spring, or a handkerchief that might put a stream of fire into the witch's path.

The old woman cackles. "My boy," she says, not unkindly, "I suspect you think you are in a fairy tale. The real Baba Yaga is much, much worse."

Baba Yaga, the hag who eats heroes and places their skulls on pikes, has a long history of being one of the most evil and dangerous old women in folklore. In Russian tales, she is closely associated with the devil, and her dancing hut symbolizes death. The only way a hero can outsmart her is with the help of peculiar artifacts—such as the comb of the forests or the handkerchief of the lake—or with assistance from the animal kingdom.

And yet, Baba Yaga (or Little Grandmother, as she sometimes prefers to be called) is not always the clear villain in these tales. She does eat people, and there is no doubt she is evil. But sometimes she offers a hero assistance or employment, or she raises a foundling as her own, bestowing gifts upon the child as she sees fit.

In the Dungeons & Dragons® game, Baba Yaga has long enjoyed a similar ambiguous role. She's no mere dungeon boss: People who travel to Baba Yaga's hut do not typically do so in hopes of defeating the witch and ridding the area of her evil influence. The adventurers might instead seek magic items her hut supposedly contains, or they come seeking the hag's wisdom, hoping to be some of those polite few who survive their encounters with the witch.

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Which Witch Awaits?

One of the questions Baba Yaga asks her visitors is "Did you come of your own free will, or at another's bidding?" How a hero answers is important. Those who profess to have come on their own, or who refuse to answer the question in a straightforward fashion, are those with whom Baba Yaga is willing to engage in conversation. She considers these people either brave or foolish, but with the potential to be more than a good meal. Perhaps she believes they can be useful for eliminating some of her enemies, or in retrieving a special item that was lost or stolen. It could be that aiding such adventurers causes enough chaos in the world to delight the old hag.

Whatever her reasons, Baba Yaga might choose to converse with people before determining whether to eat them. Sometimes she sets impossible tasks before them. One hero asked for one of her miraculous horses, so Baba Yaga agreed, on the condition that the hero guard her herd of horses for three days. Another hero was instructed to warm her bath, clean her hut, and perform other menial labor, which was far more difficult than it sounded and required the aid of a magic doll to complete. Some heroes who have agreed to bargains with Baba Yaga have received gifts in abundance; others were chased away by the witch. At least one hero won her over with a display of physical prowess, persuading her to grant him a letter of passage for her "sister," and when Baba Yaga reappears in the guise of the sister later in the same tale, she accepts the letter and is a gracious and generous host to the hero for two days, warning him of dangers to come.

The truth is that Baba Yaga is unpredictable. In some tales, a good child receives wealth in return for service to her and a bad child is eaten. But the heroes, regardless of their actions, might be offered food and shelter, or they might be chased away by the witch, shouting curses at their fleeing backs as she glides along in her oversized flying mortar and pestle. Being polite is not a guarantee of good treatment, just as being rude is not an instant death sentence. Baba Yaga has her own motivations, which are beyond an adventurer's understanding.

Baba Yaga's innate power ranks her among the archfey, those magical beings with nearly godlike powers. The archfey respect her abilities, but they treat her warily. The hag can be an ally or an enemy, and her fickle nature might lead her to switch sides in a conflict for no reason anyone else can discern. Her relationship with the gods is similarly unpredictable,

Baba Yaga — Level 27 Solo Controller
Medium fey humanoid — XP 55,000

HP 984; **Bloodied** 492 — **Initiative** +17
AC 41, **Fortitude** 38, **Reflex** 40, **Will** 39 — **Perception** +25
Speed 7, teleport 10 — Blindsight 10
Saving Throws +5; **Action Points** 2

Traits

Fey Trap ✦ Aura 10
Enemies in the aura cannot willingly teleport, and they take a -2 penalty to saving throws. Flying enemies in the aura cannot hover, and the aura is difficult terrain for them.

Slippery Mind
Any dazing, dominating, or stunning effect on Baba Yaga ends at the start of her turn.

Standard Actions

Broomstick (weapon, teleportation) **✦ At-Will**
Attack: Melee 1 (one creature); +32 vs. AC
Hit: 4d8 + 18 damage, and Baba Yaga teleports the target up to 5 squares.

Crushing Grasp (force) **✦ Recharge**
Attack: Close blast 3 (enemies in the blast); +30 vs. Fortitude
Hit: 3d10 + 9 force damage, and the target is immobilized and takes ongoing 15 force damage (save ends both).
First Failed Saving Throw: The target is instead restrained and takes ongoing 25 force damage (save ends both).

Vile Transmutation (polymorph, psychic) **✦ Recharge** when Baba Yaga spends an action point
Attack: Ranged 5 (one or two creatures); +30 vs. Fortitude
Hit: 4d10 + 8 psychic damage, and the target transforms into a Tiny toad or Small pig (save ends). Its equipment becomes part of its new form and cannot be used. While in the form, the target cannot attack and has vulnerable 10 to all damage. The effect ends if the target takes damage.
Miss: Half damage, and the target grants combat advantage until the end of Baba Yaga's next turn.

Move Actions

Sweep the Field (teleportation) **✦ At-Will** (1/round)
Effect: Baba Yaga teleports up to 5 squares and uses *broomstick*.

Minor Actions

Evil Eye (charm, gaze, psychic) **✦ At-Will** (1/round)
Attack: Ranged 10 (one creature Baba Yaga can see); +30 vs. Will
Hit: Baba Yaga slides the target up to 5 squares, and the target makes a basic attack as a free action against a creature of Baba Yaga's choice. The target can refuse to make the attack. If the target does so or its basic attack misses, it takes 3d10 + 20 psychic damage and falls prone.

Triggered Actions

Fires of Creation (healing) **✦ At-Will**
Trigger: Baba Yaga takes fire damage.
Effect (No Action): Baba gains 25 temporary hit points. If the fire damage reduces Baba Yaga to 0 hit points, she does not die and is instead removed from play until the start of her next turn, and all effects on her end. When she returns, she appears in an unoccupied space within 10 squares of her original space, and she has 50 hit points.

Witch's Curse (fear, necrotic, psychic) **✦ At-Will**
Trigger: An enemy within 10 squares of Baba Yaga deals damage to her.
Attack (Immediate Reaction): Close burst 10 (triggering enemy in the burst); +30 vs. Will
Hit: 3d10 + 20 necrotic and psychic damage, and the target falls prone.

Skills Arcana +26, Bluff +25, Insight +25, Nature +25

Str 20 (+18)	**Dex** 19 (+17)	**Wis** 24 (+20)
Con 22 (+19)	**Int** 26 (+21)	**Cha** 25 (+20)

Alignment evil — **Languages** Common, Elven, Giant
Equipment robes, broomstick

although she is likely to be associated closely with evil deities, devils, and tricksters or gods of mischief, to whom she is a kindred spirit.

Baba Yaga typically appears as an ancient human female, tall and stooped. She has a long nose with large nostrils, fingers curved into claws, sharp teeth made of iron, and disheveled clothing and hair. Sometimes she appears corpulent, but at other times she is almost skeletal. Her appearance might depend on how recently she has eaten, or it might simply be her preference. It is rumored that instead of having legs, she walks on iron pestles, and that when she walks, a path clears before her, as if nature is afraid of her.

Bringing Baba Yaga into a game is a dangerous proposition, and the heroes should never be sure if they can trust the old hag. She might help the adventurers, and perhaps give them a quest. Other plot hooks might involve attempting to defeat her in combat, driving her away from an area, or stealing an item from her hut. An enterprising DM could use her as a recurring character who is benevolent to the heroes—only to later turn on them at an appropriate (or inopportune) moment in the adventure.

The difficult part of running Baba Yaga is keeping the adventurers on their toes without pushing them into a combat they have no possibility of winning. Introducing Baba Yaga into a game before the epic tier could initiate combat that would lead to the extermination of the entire party (and perhaps require the heroes to fight their way out of the underworld). As it happens, Baba Yaga occasionally appreciates a violent approach; if necessary, the DM can use her chaotic and unpredictable nature to save the heroes from their folly. But wise heroes should fear Baba Yaga until they have obtained nearly godlike power; instilling that fear and keeping the heroes on their toes around the witch can be a challenge over a prolonged period of time, so Baba Yaga should be used sparingly, if at all.

Baba Yaga Lore

A character knows the following information with a successful Arcana check.

DC 10: Baba Yaga is a vicious and powerful hag who eats people. She lives in a hut that walks on chicken legs, and she can tell where mortals are from by their smell. She is clearly evil, but it is rumored that she rewards those who deserve it. She raises magnificent horses, and she keeps treasure in her hut. If someone runs from her, she chases them in her magic mortar and pestle, and she sweeps behind her with her broom to cover her tracks.

DC 15: Baba Yaga is known as the Mother of All Witches or the Bone Mother. She is an archfey, and her knowledge of magic is extensive. Although she is sought by sages and the occasional hero for her vast knowledge, she is dangerously unpredictable, and is as likely to eat supplicants as to aid them.

DC 20: According to legend, Baba Yaga has been outwitted by heroes from time to time, thrust into an oven or trapped in a lake of fire. Though she appears to die, she nevertheless reappears alive and well, making some believe that fire does not harm her.

DC 25: Folk legend says that Baba Yaga is so powerful that dawn, noon, and night are subservient to her. This claim is at least partially true. Three knights serve as her messengers: the dawn knight, who wears white armor and rides a white horse; the noon knight, who wears red armor and rides a red horse; and the dusk knight, who wears black armor and rides a black horse. Rumor says these three knights are the same being at different times of day, just as it is speculated that that Baba Yaga sometimes claims to be her own sister to aid—or hinder—a hero more than once.

DC 30: Baba Yaga frequently asks adventurers whether they have come to her of their own free will, or whether they were sent by someone else. Adventurers who either answer honestly that they have come on their own, or who refuse to answer the question directly, are treated with respect. However, there are no guarantees with Baba Yaga. It is prudent to treat the witch with politeness, because sometimes this is enough to engage her in conversation; if she is hungry, however, politeness alone can't save a guest from the witch's appetite. Rude visitors are usually eaten immediately, but an occasional guest of Baba Yaga has succeeded in earning her respect by attacking her first. That course of action, however, is more likely to end in the heroes' demise.

DC 35: Baba Yaga can be outsmarted, though not easily. Those who succeed at outwitting the witch have done so by enlisting the aid of her servants and guardians. The witch is unkind to her servants, from the wretched starved wolf that sometimes frequents her hut to the guardian cat that is her companion. Offering these creatures—or the trees or the hut—food or a kind word might persuade them to hinder the witch when she pursues a fleeing guest. If the servants do not hinder the witch, at least they refrain from helping her against a kind visitor.

"Little Hut, Little Hut"

Baba Yaga's hut is infamous for its chicken legs. Although the hut's home is a glade in the Feywild, its wandering nature means it can be found in any forest clearing, in the foothills of the mountains, or in the depths of a stifling bog. The hut is usually turned so that its entrance faces an impassable obstruction such as a thicket, wall or cliff, ensuring that intruders have no clear approach. In order to access the door in these situations, a visitor must ask the hut—nicely—to turn away from the obstruction. In response, the hut rises up on its chicken legs, turns around, and settles back into place.

A fence made from the bones of humanoids surrounds Baba Yaga's hut. Depending on how long Baba Yaga has been in one location, there might

also be twelve poles rising from the fence, eleven of them topped with humanoid skulls. Baba Yaga leaves that single post without a skull as a threat: a space reserved for the skull of the next hero who fails to win her favor.

Even on a beautiful day, the atmosphere surrounding the hut is spooky: The light around the hut dims, the air chills, and noises hush, leaving an eerie stillness. Those who approach the hut at night are treated to a horrid sight: The skulls atop the posts have flames inside, making the eye sockets glow red. The bones are so white that they shine in the moonlight or in the flare of the skulls' flames, and careful investigation of the bones reveals gnaw marks.

When sitting on its chicken feet, the hut looks slightly dilapidated, and appears to be small and humble. Inside, the hut is an impossibly huge space, with rooms upon rooms and a full set of stables. Sometimes Baba Yaga keeps magical livestock; her flocks and herds are superior in every way. She sometimes stables nightmares or pegasi, and at other times intelligent horses that can freely travel between the planes.

The extradimensional interior of the hut is not the only incredible aspect of Baba Yaga's hut. The hut travels supernaturally fast; Baba Yaga can appear in one location, and then beat the heroes she has just spoken with to a second location along their path. Although a number of rituals could accomplish this feat, the more straightforward explanation is that the hut can travel freely between planes. Whether Baba Yaga controls this movement or whether the hut has a say in the matter is impossible to determine. However, heroes who are polite to the hut and bestow a gift to it—a ribbon to tie around its doorknob, or a "ring" for a toe on one of its chicken legs—might be rewarded with a favor.

When Baba Yaga travels outside her hut, she does so in a flying mortar and pestle. Both objects seem to be made of iron. The mortar sometimes has the appearance of a cauldron. Baba Yaga typically hovers in the mortar a few feet above the ground. She uses the pestle like a rudder, able to change direction by touching it to the ground. While steering, she sweeps a broom behind her, erasing any evidence of her passage.

Allies and Accomplices

In folklore, Baba Yaga frequently takes servants into her home. She sometimes has daughters; these girls might love their foster mother and be content to bake their guests in a large oven and feast alongside her, or they might want to join the heroes in escaping the witch's hut.

In the lore of the D&D game, Baba Yaga has two foster daughters, Natasha and Elena. Natasha was a cruel girl who admired Baba Yaga and hoped to grow as powerful as the witch. In time, Natasha learned spellcasting from Baba Yaga and struck out on her own, taking on a new name: Iggwilv. She is best known for her work, the *Demonomicon*, which she could not have completed were it not for Baba Yaga's tutelage. Elena, in contrast, was known for her kindness and her sweet nature. Her years with Baba Yaga have not been kind to her, however; her current state is described in the "Baba Yaga's Dancing Hut" adventure, also in this issue of *Dungeon*.

Other residents of the hut include Baba Yaga's cats. She has had several such guardians over time, some of them magical and intelligent, others simple housecats. She also keeps guard dogs or wolves, sometimes

Solar Knight — Level 11 Elite Soldier
Large fey humanoid — XP 1,200

HP 220; **Bloodied** 110 — **Initiative** +7
AC 27, **Fortitude** 24, **Reflex** 22, **Will** 23 — **Perception** +9
Speed 8 — Darkvision
Saving Throws +2; **Action Points** 1

Traits

Cutting the Clouds ✦ Aura 2
If an enemy marked by the knight willingly leaves the aura, the enemy provokes an opportunity attack from the knight.

Daylight Hooves
The knight ignores difficult terrain.

Sun's Breath
When the knight starts his turn, he can attempt a saving throw against one effect that a save can end. On a save, the effect ends.

Threatening Reach
The knight can make opportunity attacks against enemies within 2 squares of him.

Unified Being
The knight and his horse are one being, so the knight cannot be separated from it.

Standard Actions

Spear (weapon) **✦ At-Will**
Attack: Melee 2 (one creature); +16 vs. AC
Hit: 2d8 + 10 damage, and the target is marked until the end of the knight's next turn. If the target is already marked by the knight, the target takes ongoing 5 fire damage (save ends).

Double Attack ✦ At-Will
Effect: The knight uses *spear* twice.

Sun Spots (charm, fire) **✦ Recharge** ⚁ ⚀
Attack: Close burst 2 (enemies in the burst); +14 vs. Fortitude
Hit: 1d12 + 9 fire damage, and ongoing 5 fire damage (save ends). The knight slides the target up to 2 squares to a square adjacent to him.

Triggered Actions

Fires of Creation ✦ At-Will
Trigger: The knight takes fire damage.
Effect (No Action): The knight gains 15 temporary hit points.

Skills Athletics +15, Insight +9, Intimidate +14

Str 21 (+10)	**Dex** 10 (+5)	**Wis** 8 (+4)
Con 14 (+7)	**Int** 16 (+8)	**Cha** 18 (+9)

Alignment unaligned — **Languages** Common, Elven, Giant
Equipment plate armor, heavy shield, spear

dire wolves, all of which are malnourished and live on the hut's porch or in the stables.

Baba Yaga also created the diakkas, small fey creatures that look somewhat like long-legged wading birds. Each has the torso and legs of a bird, but instead of wings, it has arms ending in clawed hands. Atop its long neck is a humanoid head and face, except that the mouth resembles the bill of a stork. A diakka's feathers are ragged and of dull or grotesque colors: the gray of old spider webs, the green of moldy pea soup, the orange of flaking rust, the yellow of muddy clay, or a mixture of these colors with pale purple and pink. The skin where feathers don't cover it is dark green or maroon.

Diakkas are not fond of fair combat, and they use dirty tricks and subterfuge as often as they can to undermine their opponents without exposing themselves to attack. They fear death, and usually prefer to surrender rather than fight to the end. As with Baba Yaga's other servants and companions, they are likely to be easy to bribe with kindness or coin. (For sample diakka statistics, see the "Baba Yaga's Dancing Hut" adventure in this issue of *Dungeon*.)

Baba Yaga has three solar knights (or perhaps one knight in three forms) who serve as her messengers and who are (or is) present at the hut: the White or Dawn Knight, the Red or Noon Knight, and the Black or Dusk Knight. Travelers typically encounter the Dawn Knight within a day's travel from the hut; he appears at dawn in his White Knight guise, at noon as the Red Knight, and so on. Although he is far more likely to make conversation than to attack, the knight is devoted to Baba Yaga and cannot abide any slurs on the hag's name or her reputation.

Lore

DC 15: The solar knight can be defeated but can't be killed. Those who get the better of the solar knight are unlikely to have to face him again, however. He knows when he has been vanquished.

DC 20: Each time the sun rises, reaches its zenith, or sets, the solar knight regains his strength as his color changes. (In game terms, he regains all his hit points and recharges all his powers.)

DC 25: When the solar knight is defeated, he dissipates rather than leaving a body behind. Thanks to his ties to the sun, he reappears in the Feywild at the next dawn. He can return to the world at the next solstice or equinox.

About the Author

Alana Joli Abbott has written several adventure scenarios for RPGA campaigns from Living Kingdoms of Kalamar to Xen'drik Expeditions and Living Forgotten Realms. She is a contributor to the award-winning Serenity Adventures, as well as a writer of fiction, comics, and history articles. When not rewriting Greek or Norse mythology in her home games, she blogs about writing and mythology on her home page at www.VirgilandBeatrice.com.

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Backdrop: Moonshae Isles

By Shawn Merwin

Illustrations by David Rapoza
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The Moonshae Isles are in the western portion of the Sea of Swords, near where that body of water leads to the uncharted expanses of the Trackless Sea. The nature of the archipelago that forms the Moonshaes is paradoxical: The seemingly simple and primeval beauty of the isles' landscapes belies the complicated political power struggle taking place there.

The climate of the Moonshae Isles is something that only a lifelong inhabitant could embrace. The same ocean currents that keep the temperatures from dropping below freezing too often in the winter months leave the land damp and cool in the summer. Rainfall is a constant companion, and fog shrouds both the land and surrounding waters in the early morning and late evening.

The isles' rocky terrain and mist-shrouded forests are protected from intruders by terrible creatures and leagues of pirate-infested waters. Industrious and persevering humanoids survive despite many hardships here. The isles also have fey creatures both spritely and sinister, primal beasts with an unquenchable

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thirst for blood, giants thrilling in generations-old violence, and cold-hearted merchants bent on pillaging the land for their own monetary gains.

With the transference of the fey realm of Sarifal to the island of Gwynneth a century ago, the barrier between the Moonshae Isles and the Feywild has weakened severely. Although the area has many bridges and crossings between the mortal world and the land of Faerie, the last one hundred years have seen an influx of fey creatures. Satyrs, hamadryads, pixies, and other fey-touched creatures stroll through civilized areas of the Moonshaes, and many evil fey have made the trip to the mortal world as well.

A Moonshae Isles Campaign

The Moonshae Isles are an ideal place to set a large-scale campaign. The area can offer players an isolated and homogenous location, yet each of its discrete parts is different enough to provide a new atmosphere and play style as characters explore. The most civilized parts of the isles are wild and untamed by Faerûn's standards, giving characters plenty of hack-and-slash action. Even so, individuals and groups struggle to gain the upper hand against others through diplomacy or trickery, giving politically motivated characters a chance to scheme and connive. And although heroic tier characters have plenty of fodder, paragon and epic tier characters can also find millennia-old threats lurking just below the mountains, pools, bogs, and bays.

This backdrop article first looks at the people, creatures, and groups that hold power in the Moonshae Isles. Following that are descriptions of the islands that form the divided nation. Sites of particular interest are described in enough detail to give a sense of their utility in a Moonshae-based campaign. It continues with suggestions for DMs who want to run a full campaign in the Moonshae Isles. Finally, some foes and Moonshae-flavored magic items are detailed.

A companion article, "Heroes of the Moonshaes" (*Dragon* 405), offers rules to players for use with their Moonshae campaign characters. A Realmslore article detailing the returned fey realm of Sarifal (http://www.wizards.com/DnD/Article.aspx?x=dnd/drrl/2009june) also provides some background and inspiration for DMs.

Power Brokers

The geography of the Moonshae Isles forces anyone hoping to gain mastery over the area to contend with many hurdles. The most significant nuisance confronting would-be rulers is the archipelago. The straits, channels, and seas separating the islands of the Moonshaes make unification under a single ruler difficult. Conquering the entire area requires the ability to move forces rapidly across dangerous waters. Currently no individual or group has all the parts in place to do that, leaving many of these competing forces struggling to increase their dominance over the land and sea of the Moonshaes.

High King Derid and House Kendrick: The human population of the Moonshaes is divided into two distinct groups, the Northlanders and the Ffolk. These groups came together under a single banner a century ago when High Queen Alicia Kendrick unified them. The combined forces of the Northlanders and the Ffolk, who began to intermarry and mesh culturally as well as politically, still could not hold sway over all the islands, and recent events have stripped House Kendrick of much of its power and holdings.

The current high king is Derid Kendrick. Though he rules over what is arguably the most extensive domain in the Moonshaes, his family's holdings have been reduced to the realm of Alaron—and only a part of that island is controlled by Derid's forces. High King Derid commands the might of the Ffolk and many loyal Northlanders, and he has plans to regain his family's glory and prestige. Such plans would mean a great sacrifice, however, and could lead to armed conflict against the other power groups currently holding sway in the Moonshaes.

Lady Erliza Daressin: Among the many thorns in the side of the House Kendrick, the most irksome is the intrusion of Amnian interests into the Moonshaes. In fact, the island of Snowdown has been conquered by forces loyal to Amn. Lady Erliza Daressin, Viceroy of Westphal, rules over the citizens of Snowdown on behalf of Amn. Her coffers are filled by merchants who reap the rewards of the devastation wrought by workers who are taking the bountiful natural resources from the very heart of the Moonshaes.

Lady Erliza, a vampire, has shared the secret of her true nature only with her closest advisors and servants; however, a few of the people who fight against her have also learned this secret, and they are attempting to use that knowledge to bring an end to her and Amn's occupation of Snowdown. What her friends and enemies do not know is that Lady Erliza has plans and ambitions beyond her role in Snowdown. Under the bright moonlight, Lady Erliza turns her gaze longingly toward Sarifal on the southern island of Gwynneth.

When Erliza became an undead creature at the hands of a vampire back in Amn, she had a vision of being reborn as a queen of the Feywild. Through careful research and by questioning some of the greatest scholars she could locate (and then draining their blood), Erliza learned that the point of entry to her destination in the Feywild had to be the city of Karador. Unfortunately for her, at that time the city was still submerged beneath the surface of Myrloch on the island of Gwynneth. She treated its reemergence as a great boon; however, the power of the fey that dwell there makes it impossible for her to enter

the city unchallenged. She hopes that she can steer Amn's focus toward Gwynneth to give herself easier access to the city. She might also seek to coordinate attacks with the forces of Queen Connomae of the fomorians or the hag Urphania.

The Storm Maiden: Also detracting from the power of the high king is the rise of a Northlander called the Storm Maiden. Raised on the island of Norland, this human was found as a baby by fishermen, abandoned upon the shores of that island, and later given the name Hergatha. She was raised by a childless couple, and by the age of sixteen she was an unparalleled swordmaster and tactical leader. From an early age, she showed the marks of being touched by the gods, and upon reaching maturity she claimed to possess the reincarnated spirit of Viledel, an ancient Northlander warrior and leader who bore the title Sea King. Although her story is not true, she believes it to be so—and she has performed feats so wonderful that no one dares deny her claims. A growing following of Northlander communities swear allegiance to her, hoping to reclaim their ancient heritage as the masters of the seas.

The truth behind the child Hergatha is known by none but the gods. Her mother was a young lass on Ruathym, left with child by a berserker who went off raiding and died at sea. Pregnant and with no one to protect her, the young woman wandered away from her village. Lost and confused in a storm, she found shelter under the boughs of a tree, known as Yggdrasil's Child, within a clearing in the forest. The child was born there, and the mother—both joyful at the birth of a daughter and distraught at the prospects for an unwed woman and a fatherless daughter in her society—felt the urge to carve her daughter's true name into the tree with the same dagger that she used to cut the umbilical cord. While doing this, she begged Tempus to watch over her daughter and give her the strength to survive. Tempus heard the call of the woman, but so did Umberlee, whose storm was beating down upon the island at that exact moment.

Thus, two deities blessed the child. Tempus gave Hergatha strength and skill in battle, while Umberlee gave her an overpowering force of personality and the will to see her enemies suffer. Umberlee also gave the girl both a blessing and a curse. She could never drown, yet she would wish to see the whole world die beneath the waves. To seal the pact, Hergatha's mother died in a lightning strike, and Umberlee carried the child to the shores of Northland.

Hergatha, referring to herself as the Storm Maiden, struggles with these gods-given powers and compulsions. So far she has controlled the homicidal urges thrust on her by Umberlee, but as she leads her followers over the waves, a part of her aches to sink the longships and watch her troops drown.

High Lady Ordalf: The most influential force in the Moonshaes at the moment is the court of High Lady Ordalf, a fey queen who reestablished the realm of Sarifal on the island of Gwynneth. Ordalf and her court command magic that rivals that of the exarchs.

In a time before time, High Lady Ordalf learned of a prophecy. A satyr seer stated that she could die only in the mortal realm, but die she must to save two worlds from a howling disease spread by a beast lord. When she heard this prophecy, she moved Sarifal into the Feywild. Then, just a century ago, she led her Feywild realm back across the planar divide, returning it to the island of Gwynneth, where her capital city of Karador rose from the depths of the Myrloch. High Lady Ordalf felt a tugging deep inside her that foretold her death was both imminent and necessary.

Ordalf and her followers defeated the forces of the High King, and she expanded her realm to encompass all of Gwynneth, leaving the ancestral home of the Kendrick family, Caer Corwell, in ruins. Many Moonshae residents feared she would continue her expansion unchecked, but the borders of Sarifal stopped at the coast of Gwynneth.

Although Sarifal residents are allowed to leave the island and explore, High Lady Ordalf keeps most of her servants and all her troops ready to fight against the unseelie fey forces located near Citadel Umbra. Representatives from High King Derid, Lady Erliza, and the Storm Maiden have asked for council with her. Most who approach have been politely but curtly turned away and escorted back to their ships.

The Black Blood Tribe: Although not as mighty or as organized as other power groups, another force exerts a great deal of destructive influence in the Moonshae region. A group of Malar-revering lycanthropes holds sway over the island of Moray. This group, called the Black Blood Tribe, is composed of Faerûn-born lycanthropes and those who have traveled from the Feywild region of Brokenstone Vale, a lycanthrope-infested nightmare realm. The Black Bloods attack any civilized community or group on the island, and they perform gruesome rituals aimed at bringing a divine servant of Malar to the Moonshaes to lead them. When the Black Bloods succeed at that goal, they intend to turn the beast's savage gaze toward the civilized islands.

Giants of Oman: A contingent of giants, including fomorian followers of Queen Connomae of Vor Thomil, have crossed from the Feywild and made a home on the formerly Northlander-controlled island of Oman. These giants plot to spread their queen's power to other places, but so far the waters surrounding their home have served as an impenetrable barrier. Their presence keeps Oman from being inhabitable by anyone else, and if they find the means to leave the island in a safe manner, they could wreak devastation on a terrible and grand scale.

In the Feywild, Queen Connomae has formed a loose alliance with the lycanthropes of Brokenstone Vale. That alliance is likely to carry over into their Moonshae presence, making the combined force a more dangerous threat than either would be singly.

Locations

The islands of the Moonshaes each have their own troubles in these times. Important locations are described below, along with some details regarding current challenges facing each area.

Alaron

Alaron, the largest island in the Moonshae archipelago, is the home of High King Derid Kendrick. Derid is the latest ruler of House Kendrick, which united the Ffolk and the Northlanders into a single nation over a century ago. Before a treaty brought the Ffolk and the Northlanders together, Alaron was an island divided. The lands south of the Fairheight Range were known as Callidyrr, and its rolling hills and vast plains belonged to the Ffolk. The realm of Gnarhelm occupied the steep hills and storm-ravaged cliffs north of the Fairheights. The cultures of these two areas were as different as the landscapes that characterized them, but in the intervening time, intermarriage and cultural diffusion between the Ffolk and Northlanders has nearly erased any distinction. Most of the people of Alaron consider themselves citizens of Moonshae and are not recognizable as either Ffolk or Northlander.

With the declining fortunes of the high king, the island of Alaron is not entirely under the control of House Kendrick's forces. The center of the Dernall Forest has been lost to dark fey that streamed through a crack in the Feywild planar wall. Other evil fey chased the dwarves of Gwynneth back through the Tunnels of Dwarvenhome into the Fairheight Range, then threatened to burst forth and occupy the lands to the north. Even the small city of Kythyss, at the southern tip of the island, has been infiltrated and corrupted by mercenaries and traitors working with the Amnian occupiers of Snowdown.

Not since the period of unification of the Moonshaes by High Queen Alicia Kendrick in 1371 DR have the civilized natives of the isles been in such a dangerous predicament. High King Derid is in dire need of fearless and loyal heroes to assist him in returning the unified Moonshae Isles to their former glory.

Caer Callidyrr: The high king resides with his family and loyal servants at the center of the stronghold called Caer Callidyrr. The capital city of Callidyrr, on the northern edge of the Dernall Forest, serves as the center of culture and trade for the remnants of the high king's domain. With so much fear and uncertainty assailing House Kendrick from all directions, most of Derid's troops have been called back to protect Caer Callidyrr and its surroundings.

Morale at Caer Callidyrr has never been lower. Derid's youngest son, Owaren, has been kidnapped by the Viceroy of Westphal to ensure that Derid leaves Amn's investments alone. A Northlander calling herself the Storm Maiden is convincing former Northlander vassals to throw off Derid's rule and follow her into battle, and Derid is not sure how to handle this uprising. Caer Corwell, the former seat of House Kendrick's power, is now under the rule of a fey queen, and all attempts to retake the area have failed.

Desperate, High King Derid has consulted with his most trusted advisors and has decided on a course of action. The first step must be to regain control of the entire island of Alaron from the evil fey threatening the Dernall Forest. Once this area has been tamed, they can consider further gains elsewhere.

A bit of diplomacy is taking place as well. Derid has offered his eldest daughter, Tarilyn Kendrick, in marriage to Prince Araithe, the son of High Lady Ordalf. The prince has no interest in mortal love and does not find Tarilyn particularly attractive, but he understands that an alliance with House Kendrick might, at some point, help his own family to keep the evil fey of Sarifal at bay and expand Sarifal beyond the island of Gwynneth.

Dernall Forest: The dark and dangerous Dernall Forest is teeming with goblins, worgs, and other creatures. Great Gark, the Goblin King of Nachtur in the Feywild, sent these creatures to see if he can expand his kingdom into this realm. At first the threat was limited to forest villages reporting livestock and people missing, but now these creatures have fully infested the forest.

Under the leadership of the halfling Great Druid Antola Pilark, troops loyal to House Kendrick wage war against the spread of Great Gark's sinister fey. Some fey who left Sarifal have joined the druids to fight the threat. A half-elf druid called Huedyn is acting as a spy for the fey forces, and he secretly feeds information to the enemy, working to open Callidyrr to direct attack. If Huedyn's treachery can be stopped (or even used against the evil fey), that would go far in hampering their surge and ultimately driving them back to their Feywild realm.

Fairheight Range: Across the bay to the north of Callidyrr, the Fairheight Range is the site of a great battle. The dwarves of Clan Rustfire and Clan Rookoath joined forces after Rustfire fled from Gwynneth through the Dwarvenhome Tunnels to Alaron when the evil fey there attacked. Opposing the dwarves is a young shadow dragon, who leads an uneasy alliance of mountain orcs, trolls, and shadow creatures. They seek to eliminate the last of the dwarves from the mountains and establish their own domain.

The plight of the dwarves is unknown to High King Derid, but if the enemies of the weakened dwarven clans could be defeated, the mountain dwellers could repay the assistance by helping Derid achieve his goals. The dwarves have sent out three scouts in a last-ditch effort to secure help before their forces are wiped out.

Kythyss: This small city on the southern tip of Alaron is a hotbed of intrigue. With the problems in the Dernall Forest, the king's forces have not

Capital City
Large City
City
Village
Keep/Tower
Ruins
Point of Interest
Moonwell
Road
Trail
Tunnel
Political Boundary
Norheim Isles
Norheim
Rottesheim
Graygruun
Greystaad
Seawolf
Jotunspine Range
Giantspine Range
Hammerstaad
Daryn's Rest
Dalheim
Llorgh
Surtr's Maw
Northwind Strait
Korinn Archipelago
Barret's Quay
Highport
Caftenor
Craftenor
Ruins of Castle Morose
Lake of the Leech
Sunderstaad
Lake Sunder
Amarune
Leechhome
Death's Door
Lac Stelva
Nymmurh's Pit
Salmon Bay
Gnarhelm
Hardanglieight
Lisloch
Lisbunt Mountains
Highrock
Alaron
Otta
Lake Otta
Gnarhelm
The Vast Drink
Fairheight Range
Fairheight
Cairn of Cymrych Hugh
Olafstaad
The Crawling Grove
Blackstone
White Rock
Deepvale
Whitefish Bay
Prince's Sound
Hughlosh
Warlsbey
Caer Callidyrr
Callidyrr
Lehigh
Bounty
Cobb
Talfolk
Stagford
Holyhead
Ogden
Dernall Forest
Athelar
Doncastle
Horsa
Longridge Wood
Drowned Forest
Swanway River
Codfin
Hickorydale
Tearglade
Stirgewick
Regent's Field
Blythe
Tri-Spired Lighthouse
Canthrell
Threlloch
Tvarstoldt Tar Pits
Norland
Norlen Lake
Lair of the Werewyvern
The Sunken Academy
The Frostfenn
North Jotunhammer Mountains
Sea of Moonshae
Norland
Bay of Norland
Rogarsheim
Gudbrandstad
Arfinnsheim
Arndtbergom
North Cape
Caer Allisynn (Second Location)
Kressilacc
Kressilacc
Grondsgrunn
Tolfelin
Hjalmaren
South Jotunhammer Mountains
Sommerstal
Sordal
Old Stone Wood
Iron Bay
Oman
Skien
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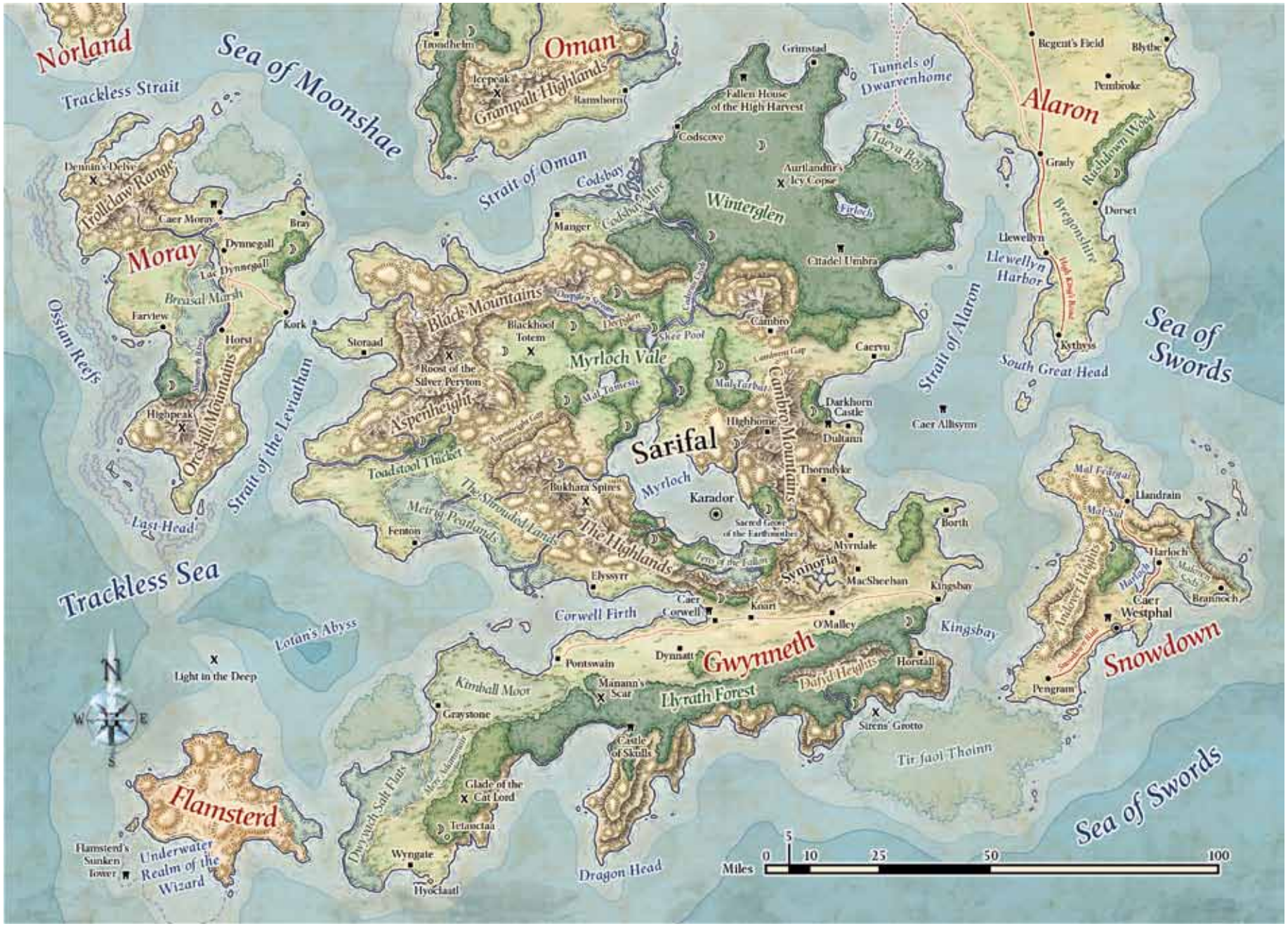
Norland
Sea of Moonshae
Trackless Strait
Oman
Grampalt Highlands
Icepeak
Ramsborn
Tunnels of Dwarvenhome
Grimstad
Fallen House of the High Harvest
Codscove
Alaron
Regent's Field
Blythe
Pembroke
Grady
Rushdown Wood
Dorset
Bregonshire
Llewellyn
Llewellyn Harbor
Kythyss
South Great Head
Sea of Swords
Strait of Alaron
Caer Allisym
Strait of Oman
Codsbay
Codsbay Mire
Winterglen
Aurtlandur's Icy Copse
Tarya Boil
Firloch
Citadel Umbra
Manger
Dennin's Delve
Trollclaw Range
Caer Moray
Bray
Moray
Dynnegall
Lac Dynnegall
Brausal Marsh
Farview
Horst
Kork
Ossian Reefs
Orcskill Mountains
Highpeak
Last Head
Strait of the Leviathan
Storaad
Black Mountains
Blackhoof Totem
Roost of the Silver Peryton
Aspenheight
Toadstool Thicket
Myrloch Vale
Mal Tamesis
Sheer Pool
Cambro
Caervu
Cambro Mountains
Darkhorn Castle
Dultann
Highbourne
Thorndyke
Sarifal
Myrloch
Karador
Bukhara Spires
The Shrouded Lands
Metrig Peatlands
Fenton
The Highlands
Sacred Grove of the Earthmother
Myrndale
Borth
Synnoria
MacSheehan
Kingsbay
Elyssyrr
Caer Corwell
Knart
Corwell Firth
O'Malley
Trackless Sea
Lotan's Abyss
Light in the Deep
Gwynneth
Dynnatt
Pontswain
Manann's Scar
Ilyrath Forest
Dafyd Heights
Horstall
Sirens' Grotto
Kimball Moor
Graystone
Castle of Skulls
Tir fuol Thoinn
Sea of Swords
Mal Fengai
Llandrain
Mal Sul
Harloch
Andover Heights
Caer Westphal
Beannoch
Snowdown
Pengram
Flamsterd
Flamstend's Sunken Tower
Underwater Realm of the Wizard
Dwyrwich Salt Flats
Glade of the Cat Lord
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protected the citizens and their property adequately. Most of the people here are fishermen and woodcutters, and without the protection of the king, they turned to mercenaries for help. Unfortunately for the citizens, those mercenaries were bribed to serve the will of the Viceroy of Westphal and now dictate policy to the businesses there, essentially turning the city into a subject of Amn (through the Viceroy of Westphal). Fearful townspeople have either pledged allegiance to Amn or kept quiet in hopes that their high king could arrive to save them.

The leader of the mercenaries is a human fighter called Ghelvan the Buzzard. He leaves most of the public interaction duties to his eloquent lieutenants. When it is time for bloodshed and intimidation, however, the Buzzard happily leaves his barracks and makes his presence felt in Kythyss. Many who stood up to the occupation of Kythyss have seen their families murdered before they themselves were killed.

Gwynneth

High Lady Ordalf has lived almost forever, it seems. She knows that she is prophesied to die, and her death will help end a threat both to her people and to creatures from the mortal realm. Her foretold death must take place in the mortal realm, so she has expended the energy needed to move her realm of Sarifal back to the island of Gwynneth.

The mortal inhabitants of the island, under the rule of the high kings and queens of House Kendrick, fought back against this invasion, which started with the city of Karador rising from the depths of the Myrloch, the cold-water lake in the Myrloch Vale. The resistance to the fey incursion, spearheaded by forces from House Kendrick, slowly eroded as the fey queen's forces marched relentlessly in all directions toward the sea.

Although Sarifal now covers the entirety of Gwynneth, Ordalf's forces still fight against threats manifested by Unseelie fey that came across the planar divide as well. The fight is carried out by High Lady Ordalf's son, Prince Araithe. The prince does not know the reason for his mother's decision to return Sarifal to the mortal realm, but leading the military forces against the enemies of Sarifal keeps his mind occupied on war. The prince is aware of the threats not just to Gwynneth, but to the other islands. Despite the war he fought against House Kendrick throughout the previous century, he also recognizes that an alliance with the mortal leader through marriage to his daughter could lead to a strong kingdom. The details of such a union are still being worked out. The young woman, eighteen-year-old Tarilyn Kendrick, stays as a guest of the prince in the castle at Karador while arrangements are made.

Karador: A population of nearly three thousand, mostly fey, resides in the magical city of Karador. The city sits as an island in the enchanted Myrloch. Karador rose from the lake when High Lady Ordalf returned Sarifal to Gwynneth, and this city has been enchanted by a *mythal* that can move the city back to the Feywild if necessary.

Although very few nonfey creatures are allowed to set foot in Karador, the restriction is starting to be loosened, since the court of High Lady Ordalf recognizes the need to actively engage allies from other parts of the Moonshaes and beyond.

Caer Corwell: The former seat of House Kendrick, Caer Corwell is now just a crumbling shell of a castle. The disposition of his family's former home is both a point of pride and a military necessity for High King Derid. In his ongoing negotiations with Prince Araithe, High King Derid insists that he be allowed to retake and resettle Caer Corwell as an embassy of House Kendrick on the island of Gwynneth.

All manner of beasts and capricious fey have overrun the town, and a band of fey pirates, Silver's Blades, uses the docks as a base. Silver Silwyrt, the eladrin captain of these pirates, has turned them to the slave trade, capturing fey and mortal creatures to sell to the fomorians of Oman. In the castle ruins, Phillwyp the Wary, a twisted gnome, leads boggles and other small fey in the mad pursuit of a dream he has of establishing an Unseelie kingdom in the area. Phillwyp's fey have a tenuous alliance with Silver's Blades.

Winterglen: The thick, dense forest known as Winterglen dominates the northern reaches of Gwynneth. Although the tall pines and thick shrubbery are not inhospitable, the war taking place within the forest is deadly. In Winterglen, Prince Araithe's fey champions fight to a stalemate against the Unseelie forces radiating outward from Citadel Umbra.

The outer edges of Winterglen are relatively normal and, in some places, beautiful, but the inner portions of the forest have been corrupted by the Unseelie fey power emanating from Citadel Umbra. This power, combining the worst of the deadly evil of the Shadowfell and the dreadful strangeness of the Feywild, has corrupted the flora and fauna. The pines thirst for mortal blood, and seemingly innocuous chipmunks and possums act as spies for the Unseelie creatures that patrol the forest.

Citadel Umbra: Hidden deep within the darkest and coldest area of Winterglen, Citadel Umbra rests upon a large burial mound, its shadowy towers reaching up to the tops of the tall pines that guard the castle. Those who see the facade of the citadel when sunlight peeks through the pines and strikes it swear that the building shimmers and disappears, only to return when the sunlight gives way to shadow. Very few can navigate through Winterglen to find the place. Those who do must contend with the shadow and fey creatures that guard its location.

Citadel Umbra rests on a spot that contains a rare conjunction: Crossings to both the Feywild and the Shadowfell permeate the area. This coincidence makes the spot a perfect breeding ground and habitat for Unseelie fey, which are creatures that revel in the darkest and most disturbing aspects of nature,

shadow, and death. The mistress of the creatures here, and the leader of Citadel Umbra, is Urphania, a powerful hag. Her vile machinations and dread deeds in the Feywild compelled the Court of Stars to banish her, but she gained a foothold on Gwynneth.

High Lady Ordalf was one of the fey who assisted in Urphania's banishment from the Feywild, and now the hag seeks revenge on her. From her seat in Citadel Umbra, Urphania commands a large force of shadow creatures, fey, and undead. The hag wants nothing less than to wrench the realm of Sarifal from her enemy's grasp and rule it as a new dark demesne.

Sacred Grove of the Earthmother: On the eastern shore of the Myrloch is a moonwell. The small shack overlooking the moonwell is the home of Branwyn Moonsinger, a human druid in the service of the Earthmother. Once the Great Druid of the Moonshaes, Branwyn refused to fight in the battles between the mortals of Gwynneth and the fey of Sarifal. The humans, thinking she was dead, named a new Great Druid. As she lives on, she keeps her vigil against the return of Kazgoroth, an event that she feels in her aching bones is not just inevitable but imminent. The fey of Sarifal know of her presence, and they enter her life only rarely, occasionally visiting her bearing gifts and asking questions about the history of Gwynneth before their arrival.

Korinn Archipelago

Stretching northward from the main islands of the Moonshaes is the Korinn Archipelago. This area consists of hundreds of small islands sprinkled throughout the Trackless Sea. Although these islands exist in an area filled with pirates and are susceptible to raids by Northlanders, many of the islands' settlements (and their residents) escape notice for one simple reason: They have very little of value to steal.

Most of the isles lack suitable land to support large-scale farming. Residents of the islands make their living by fishing, timber cutting, and raising animals. Civilized settlements are no larger than small towns in most areas, although islands with suitable harbors might spawn large communities where ships dock to trade goods.

The islands are also a perfect refuge for the many pirate bands that prey on ship traffic within the Moonshaes and along the Sword Coast. Although still a problem, piracy is not as rampant in the waters within the Moonshae Isles, since little trade exists between the islands. Pirates based in the Korinn Archipelago often target ships traveling between Snowdown and Amn, finding a great deal of valuable materials being transported: raw materials head toward Amn, and goods and wealth to pay mercenaries go to Snowdown. Many of the pirate bands also frequent the shipping lanes along the Sword Coast, focusing their attention on trade vessels traveling between Waterdeep and Baldur's Gate.

Jacaman: The small island of Jacaman is far from the largest or the most populous in the Korinn Archipelago. Great pains are taken to make the island seem insignificant. This charade hides the fact that the island is ruled by Roquern, a gentleman who resembles one of the Ffolk and who oversees the growth, harvesting, processing, and export of a variety of rare and highly sought spices that grow only on Jacaman.

In truth, Roquern is a devil. He uses magic to disguise himself, and the workers on his spice plantations are either evil creatures he has recruited, or unfortunates he has enslaved by using his infernal powers. Many made deals with him that cost them their freedom in this world, their immortal souls in the next, or both. The spices that he produces for export are tainted with infernal power as well. Those who consume small amounts of the spice are more susceptible to coercion toward evil, and those who consume large amounts become Roquern's thralls.

Pandira: One of the northernmost isles, Pandira has an excellent seaport called Westhaven, on a bay guarded by natural breakers and free from dangerous shoals. At first Westhaven was used by inhabitants of Pandira for honest trade. However, after being raided by pirates and marauding Northlanders too many times, the residents decided that the only way to stay safe was to cater to the villains rather than fight them. With that, Westhaven became a small city that welcomed all—pirates, raiders, honest traders, soldiers, and everyone in between. One rule guides life in Pandira: The island is neutral ground. Aggression even against one's enemies is not tolerated, and disturbing the peace makes the offender fair game for everyone on Pandira.

This rule has served Pandira and Westhaven well. The businesses of Pandira thrive, and it has become a place where black market goods and information trade are available to the highest bidder. Every civilized power group in the Moonshaes, as well as all the nations of the Sword Coast, keeps a spy in Westhaven.

Moray

Of all the large islands of the Moonshaes, Moray is the most in flux. The others have conflicts, but each also has a firmly entrenched power structure. Moray differs in that it sees a great deal of bloodshed with many groups struggling for power. The Black Blood Tribe holds sway in the inland areas, assaulting any who attempt to pass through the area. The Trollclaw Range in the north and the Orcskill Mountains in the south are ruled by tribes of giants, ogres, orcs, and other dangerous but only loosely organized monstrous humanoids.

Along the coast, small settlements try to survive with the assistance of whichever group sponsors them. Some are funded by Amnian merchants eager for the island's resources. Others are ancient Northlander strongholds that swear allegiance to the Storm Maiden. Another group remains loyal to House Kendrick and maintains military outposts manned by soldiers in the army of the high king.

The Black Blood Tribe's goal is simple: use the two moonwells on Moray to summon Kazgoroth, an aspect of Malar. The lycanthropes believe that if they slaughter as many creatures as possible within the moonwells, Malar will reward their offerings by sending his faithful and murderous servant to lead them. When Kazgoroth arrives, they plan to first take Moray, then the rest of the Moonshae Isles, and then attack mainland Faerûn. The slight boon provided to the folk of the Moonshaes is that the Black Bloods don't care who they slaughter—they are just as happy to offer up the orcs and trolls of the mountains as the humanoids of the civilized lowland communities. Also, the Black Bloods recognize the need to kill their victims in the moonwells, making it necessary for them to capture their prey and transport the prisoners there. This fact gives individuals who want to perform heroic deeds the opportunity to rescue those who have been captured before the sacrifice can take place.

The Black Bloods count among their number a few lycanthropes that came to Moray from the Feywild's Brokenstone Vale. These individuals are stronger than those native to Moray, and they revel in the freedom of not being confined to the vale in the fey realm. These beasts are also much more rational than their counterparts, and therefore more dangerous. They are willing to forge alliances with some of the other powers of the Moonshaes, particularly the fomorian Queen Connomae of Oman and her trusted lieutenants. These Brokenstone Vale lycanthropes might take on the form of a human to trick unsuspecting innocents either into dropping their guards or unwittingly assisting them.

Caer Moray: The 1,500 citizens and soldiers who occupy the garrison village of Caer Moray are loyal to the high king. They live a rough existence while hoping that someday their sacrifice might bring about the return of the entire island of Moray to a unified nation under House Kendrick's rule. The main purpose of the town is to keep open the port that allows access to ships bringing in supplies and sending out the resources from the village of Dynnegall.

Caer Moray is a tempting target for many, but in particular it attracts the Black Bloods. The Malar worshipers frequently throw themselves against the wooden palisade that protects the town. This act seldom succeeds in accomplishing anything more than getting a few of their kind killed. Where sheer force has failed, however, the Black Bloods hope that subterfuge might succeed. A jackalwere bravo named Twaine Stone has infiltrated the army of Caer Moray. He coordinates with the Black Bloods by using secret messages left outside the city walls, and they plan to make one large-scale attack against the town when Twaine deems it most vulnerable. Twaine plans to leave the gates open, sabotage the defenses from the inside, and make it easier for the town to be slaughtered.

Dynnegall: Fifteen miles south of Caer Moray, along a poorly maintained wagon path, lies the village of Dynnegall. Named for the former king of Moray, Dynnegall was once a flourishing town with much to boast of. The rise of the Black Blood Tribe changed all that, and Dynnegall would have been abandoned long ago if not for its important resources. Its location, on the edge of swampy Lac Dynnegall, provides a large amount of peat, which is an important fuel for heating. Also, a swamp-grown plant called kryne thrives here; it is highly nutritious and easy to dry. These two resources are harvested in Dynnegall, transported by cart to Caer Moray, and then shipped out for use elsewhere.

The soldiers who protect Dynnegall call their duty the worst job in all the Moonshaes, and veterans who survive a stint there are considered some of the bravest and most skilled. Attacks against the village by the Black Bloods take place regularly, and on a few occasions in the last century, the monsters have killed everyone in the village, forcing House Kendrick to recruit more brave (or foolish) settlers to take up the mantle.

Farview: Northlanders pledged to the service of the Storm Maiden have liberated and settled the village of Farview on the western coast of Moray. Wood from the Shannyth Forest to the south is used by shipbuilders to make some of the finest vessels seen in the Moonshaes. The Storm Maiden needs these vessels to move her growing army of followers from island to island, so many of her resources are being used to protect Farview.

One of the moonwells of Moray is in the Shannyth Forest, however, which brings the vicious Black Bloods there into conflict with the almost equally savage Northlanders. Great battles between the two sides take place regularly in the forest, leaving the area between Farview and the Shannyth moonwell littered with lycanthrope and Northlander corpses.

Breasal Marsh: The Black Blood lycanthropes have been joined in their plan to reawaken Kazgoroth by savage members of several allied lizardfolk tribes. Although these two groups warred for a short time, it soon became clear to the more cunning members of both sides that they worshiped the same deity, and that by working together they could please him more. By maintaining close relations, the Black Bloods can let the Breasal lizardfolk maintain control of the interior of Moray, enabling the lycanthropes to focus their attention on the moonwells and the coastline.

However, some of the less violent tribes within the Breasal Marsh have had visions of a time when they don't have to live in constant fear of slaughter because of weakness or differences with their bloodthirsty superiors. Although they have remained secretive to this point, these more peaceful lizardfolk need only be given the opportunity to revolt against their savage fellows. A few of these lizardfolk have received divine powers from Silvanus and a vision that foretold of a better future for them.

Kork: On the eastern shore of Moray lies the village of Kork. After an attack by the Black Bloods wiped out all the inhabitants, the place was repopulated by mercenaries and settlers hired by Amn. The village is far enough from the island's two moonwells that it is of little interest to the Black Bloods for now.

The Amnian settlers have been tasked with two goals by their merchant masters: Hold the town to keep a presence in the tactically important Strait of the Leviathan, and build a road to the interior of Moray to gain access to the valuable peat and kryne located there. So far the settlers have held the town without much trouble, but the building of the road into the interior has met with the expected difficulties: the Black Bloods and the lizardfolk do not suffer intrusion gladly.

Dennin's Delve: Trolls and orcs, with their goblin troops, destroyed this ruined dwarven stronghold beneath the Trollclaw Range in northern Moray, and now they call these mountains home. Little remains of the stonework that was once the pride of the dwarves on Moray.

A secret is buried deep within Dennin's Delve: A portal once connected this place with a site in the Fairheight Range on the island of Alaron. If both of these portals could be found and activated, their controllers would have a huge advantage in moving troops and supplies. Those lucky and skilled enough to get through the monsters of the mountains and the caves beneath them find that the portal rests within the lair of a beholder.

Norland

The island of Norland is the westernmost of the Moonshaes, and its inhabitants have a culture that reflects that of other islands while being different enough to keep visitors on their toes. Although the Northlanders who live here are less barbaric than their cousins on Ruathym, they are not as civilized and accepting of strangers as the Northlanders who bowed to House Kendrick.

Most Northlanders from Norland gave up their lives as raiders, turning to the sea as fishermen and traders. More than a handful of Norland pirates patrol the seas, however, and they like nothing better than boarding an Amnian trade vessel, stealing its cargo, and dumping its crew overboard to drown. This spirit of conquest has been reignited in even the most peaceful Northlanders by the emergence of the Storm Maiden as their leader. Many a fisher has cast aside his or her net for a sword, and few hunters hesitate to turn their bows toward humanoid foes.

The Storm Maiden maintains that the reign of the Ffolk high kings and queens is doomed. She asserts that the future of the Moonshae Isles rests with the stewardship of the Northlander leaders, who will reestablish dominance and lead the land to a glorious future. A few communities of mixed Ffolk and Northlander residents exist on Norland, and these people (and the few soldiers stationed there who remain loyal to the high king) are worried. They maintain allegiances to High King Derid, but they are in no position to do anything about the treasonous talk of the Storm Maiden and her followers. Fortunately for them, those who remain loyal to House Kendrick are not harassed or threatened by the Storm Maiden, who has turned her attention toward Amnian interests and monstrous enemies such as giants and lycanthropes.

Rogarsheim: The most populous settlement on Norland, Rogarsheim is the home of the nominal leader of the Northlanders in the Moonshaes, Jarl Rault the Wise. This ancient Northlander ruled Norland as a vassal-king under House Kendrick, but the declining power of the high king and the restlessness of Rault's Northlander followers have forced Rault to declare independence from Derid Kendrick. Now he is under intense pressure to step down as jarl and allow the Storm Maiden to lead Norland.

The city primarily contains a mix of Northlander and Ffolk, but other races mingle peacefully here. Dwarves with their eyes on the mineral-rich Jotunhammer Mountains bide their time until they can ply their trade in the mines without fear of giant attacks. Fey creatures from Gwynneth come to Rogarsheim out of curiosity and to trade.

Although most of the industry in Rogarsheim revolves around fishing and hunting, some small farms dot the landscape west of the city. Shipbuilding is also an important industry in Norland, even though much of the lumber used is brought in from other places. The sawyers of Norland are hopeful that eliminating the giant threat might allow them easier access to the timber covering the slopes of the Jotunhammers.

Stormbanner Hold: The home of the Jarl of Norland, this magnificent stronghold near Rogarsheim is a rectangular wooden lodge built around the stone towers of a previously constructed Ffolk dwelling. The current Jarl of Norland, Rault the Wise, occupies it, as does the jarl's most trusted advisors, bodyguards, and family. Having seen eighty-five years, Rault remembers hearing the whitebeards of his childhood talking about a time before the unification of the Moonshaes. He respects House Kendrick and realizes that only through continued unification can the humans of the Moonshaes survive the dangers there. He also knows that if he had not listened to this followers and left the rule of High King Derid in favor of the Storm Maiden, he would have been overthrown. Having met the Storm Maiden, Rault knows that she might soon claim not just his throne, but Derid's as well. He knows better than to stand in the way of destiny when that day comes.

Rault's son, Olfgaut, himself an old man, agreed with the decision to step out from the shadow of House Kendrick. However, he feels that his own son Olfsvenn should take the title of jarl and lead the Northlanders. Olfgaut fears that the Storm Maiden is

too skilled for his son to defeat in combat, so he has plans to unleash assassins on her the next time she comes to Stormbanner Hold (presumably to request that Rault abdicate in her favor).

South Jotunhammer Mountains: This range of peaks is the home of a firmly entrenched colony of giants, mostly firbolgs. Time after time, the Northlanders—both separately and supported by the forces of the high king—have attempted to push them back or defeat them. Each attempt failed. They are supported by a contingent of duergar from the Underdark caverns below the mountains. A volcano is threatening to erupt soon, an event that would force the giants to push northward into even more frequent contact with the humans there.

An old crone firbolg called Lallargh leads the largest band of creatures, and she believes that only by sweeping down and eliminating Rogarsheim will her kind survive. With that goal in mind, she is engaged in making pacts with not just the duergar, but also with other evil groups and mercenaries, promising each a portion of the spoils when Rogarsheim falls.

The Storm Maiden has vowed to those who follow her that her first act as their leader will be to drive the giants and their allies from Norland, making the island home to only the Northlanders and those whom the Northlanders invite to live with them. She has already defeated some giant patrols in the mountains, giving everyone cause to believe that she can make good on her promise.

Oman

The island of Oman was once a center of Northlander culture. The civilized clans worked together to turn Oman into a place where the residents could make a living through shipbuilding, farming, hunting, or fishing and eschew the desire to raid nearby settlements. A time of prosperity graced the lands, and the Treaty of Oman sealed an era of peace that led to the joining of the Northlanders and the Ffolk under the banner of House Kendrick.

Soon after the establishment of a unified Moonshae Isles, however, fomorians from the Feywild joined with the giants of the Grampalt Highlands. These forces eventually wiped out all remnants of civilized settlements on the island. Today, valuable resources such as gold, iron, and timber are locked away in the island—but no one can reach them because of the terrible giants ruling the land. All attempts to reestablish a foothold on the island by Northlanders, Ffolk, and Amnian mercenaries have been foiled.

The power behind the fomorians is Queen Connomae, who resides in the Feywild realm of Vor Thomil. She protects the site that allows passage between the Feywild and the natural world, and she hopes that expanding her empire to the rest of Oman (and elsewhere in the Moonshaes) will give her an advantage against her enemies. Her ultimate goal is to gain slaves and troops to send back to the Feywild so that she can conquer the city of Shinaelestra there.

Iron Keep: This site was the ancestral home of the Northlander rulers of Oman. Built from the foundation of an existing Ffolk castle, Iron Keep was altered by the Northlanders to serve their purposes. At the height of his power, Thelgarr Ironhand occupied Iron Keep as the Jarl of Oman.

Not long after his death, the giants of Oman, spurred on by the newly arrived fomorians, organized an assault on the island's civilized settlements. One by one the towns and villages fell, despite the efforts of House Kendrick. Finally the keep fell as well, giving the giants full dominion over Oman.

Iron Keep is now in ruins, and the giants ruling Oman have gifted the formerly glorious stronghold to an ettin called Hathfell. The ettin and his small company of ogre and orc followers are tasked with making sure that no forces attack and regain the keep. Iron Bay has been trapped to keep large vessels from safely docking, but Hathfell has become complacent in all other ways. His forces might be caught by surprise if a small group infiltrated the keep by using stealth.

Cairn of Thelgarr Ironhand: After his death, Jarl Thelgarr Ironhand of the Northlanders was buried with much ceremony in an elaborate cairn in the forest east of his birthplace of Trondhelm. This village now belongs to the giants, but the cairn remains undisturbed. Legend says that Thelgarr was entombed with much wealth, including magic items that would serve him in his next life: a greatsword enchanted to slay giants called "Ironhand's Reckoning," a longship that could not be sunk, and magic armor that shrugged off the worst blows delivered by giants. However, the cairn is also said to be protected against grave robbers by traps and warding primal spirits.

Oman Moonwell: Only one moonwell is located on Oman, not far from the cairn of Thelgarr Ironhand. The giants of Oman know that moonwells offer great power to those who control them, but they lack the knowledge of nature and magic to corrupt a moonwell for their own purposes.

An orc shaman called Crughth, who has connections to both primal and divine powers, has grown in status within the giants' ranks, and he plans to taint the moonwell for his own uses. If his plan comes to pass, the giants could use the moonwell as a gate to other moonwells throughout the Moonshaes, giving them unfettered access to other places to raid and destroy.

Ruathym

The island of Ruathym is only nominally part of the Moonshae Isles, since it rests two hundred miles north of the main islands of the Moonshaes. Most present-day Northlanders point to the island as the place from which their ancestors set sail hundreds of years ago to conquer and settle the Moonshaes.

Ruathym: Despite the inhospitable nature of the island, more than six thousand souls live in the largest settlement on Ruathym, which shares the island's name. The Northmen who live in this small city and elsewhere on the island are savage and violent in comparison to the Northlanders of the Moonshaes proper. Every few years, a strong leader emerges who can unite the population here, but then the area falls back into warring between petty leaders of different tribes or factions when that leader falls. Currently, the people of Ruathym have fallen under the sway of the Storm Maiden, and they believe she is the one who can lead the Northmen (and their more civilized Northlander cousins from the Moonshaes) into a new golden age.

The leader of Ruathym, Dagh Lahrskald, pledged his fealty to the Storm Maiden after she dueled and defeated his three most skilled berserkers at the same time. She has tasked the old warrior with using his force of barbarians, shamans, and witches to bring the remaining settlements on the island into line. After this is accomplished, they can begin raiding and pillaging elsewhere in the Moonshaes.

Umberlee's Blindfold: Located within a sheltered inlet on the northern shore of Ruathym is a high waterfall that cascades down into a cove. This waterfall veils the opening to a cavern complex, where small ships can be housed safely. Legend says that anyone who hides in the caves behind Umberlee's Blindfold can be safe from the wrath of the sea goddess.

Some time ago, the crew of a pirate vessel that used the caverns as a hideout fell victim to greed. The crew attacked a ship carrying treasure, including a magic crown. The pirate captain put on the crown, not knowing that it was cursed to turn its wearer and his or her servants into undead creatures. The captain became a ghast, and his crew changed into ghouls, skeletons, and zombies. Now the undead pirates sail their ship on frequent forays to attack passing vessels and feed the crown the souls it craves.

Yggdrasil's Child: Yggdrasil, also known as the World Tree, is an immense tree that exists mainly on the Astral Plane. Its roots and limbs extend into many other planes and worlds, and it can be used as a portal between realms. On the island of Ruathym, hidden deep within a cold, wooded glade, is Yggdrasil's Child. This tree grew from a seed of Yggdrasil, and although it no longer can be used as a portal, it does have incredible powers. Those who carve their true names into the bark of the tree—and survive the experience—gain power as the tree grows.

The tree protects itself with forest animals and creatures that it has enhanced with magical abilities. Even if those approaching the tree can get past the guardians, cutting the tree's bark is a process that can be treacherous. The base of the tree is littered with the bones of those who have tried and failed.

Snowdown

Snowdown is the small isle in the southeastern corner of the Moonshaes, directly south of Alaron. Its location affords Snowdown the luxury of being the warmest and the most fertile island, as well as the Moonshae location farthest away from the predation of the Northlander raiders and unaffiliated pirates.

Long ago, the residents (mostly Ffolk) of Snowdown had a reputation as the least friendly and most aloof members of the Moonshae nation. While the other Moonshae peoples fought hard and sacrificed much to overcome obstacles and attain their national identity, citizens of Snowdown talked much but did little. When merchants representing Amnian interests established homes, businesses, and extensive trade relations on Snowdown, many observers on the other islands warned of potential treachery. Snowdown scoffed at those warnings and enjoyed the luxuries that Amnian merchants and vessels brought them. When a civil war threatened to depose House Kendrick, and Amn was rumored to be involved, Moonshae citizens were furious. Snowdown, however, refused to believe the rumors and allowed Amnian interests to remain on the island. Then finally, when Amn annexed Snowdown and drove out the high king's forces, the citizens of Snowdown shrugged and accepted their new rulers.

Those who allowed the annexation are called traitors, while a few bide their time with the hopes that High King Derid can muster his forces and drive the Amnians and their sympathizers into the sea. Many wonder why Derid has not acted already, bringing into question his courage. The truth is that Lady Erliza Daressin, the Amnian Viceroy of Snowdown, holds a trump card that stays the Derid's sword hand: his son.

Caer Westphal: Caer Westphal, and the city for which it is named, is the seat of power on Snowdown. The city's harbor never lacks for docked Amnian ships, and the streets near the docks are teeming with dirty festhalls and dirtier taverns, all catering to the Amnian sailors and merchants who make the trip between Snowdown and Amn.

The Ffolk whose families have lived in Snowdown since before the Amnian occupation maintain homes in areas of the city far from the docks. The influx of finished goods and other luxuries from Amn, at mostly reasonable prices, keeps them satisfied to remain under Amn rule. The Ffolk have good jobs assisting Amn's laborers and mercenaries in obtaining resources from the countryside and sending them back to the mainland. Only a few Ffolk who travel outside the cities and towns have noticed that the surrounding territory looks different from what they remember: Forests are being felled rapidly, rivers are being polluted, and much of the natural beauty they once beheld is being ruined to uncover resources and raw materials more quickly.

Lady Erliza rules Snowdown with an iron fist covered in a velvet glove. Those who have civil dealings

with her swear on the Earthmother's ample bosom that Lady Erliza is the nicest noble they have ever met. Those who anger her often think, just before they are secretly executed or fed to her vampire minions, that she ordered their deaths in the softest and most polite tones. Lady Erliza has a wide network of spies, assassins, and informants who feed her knowledge of happenings in her realm and beyond.

In a high tower of Caer Westphal, which is a smaller version of Caer Callidyrr, Lady Erliza holds her leverage against High King Derid. She sent a well-trained team of shadow creatures to infiltrate Derid's home and kidnap his youngest child, the eight-year-old boy Owaren. Until the child can be rescued, Derid cannot afford to risk an open attack on Erliza's forces.

Llandrain: The town of Llandrain rests on the shore of Snowdown at the northernmost terminus of Snowdown Ride, a well-maintained road that runs the length of the island. The town is home to most of the mining outfits that pull valuable metals and minerals from the Andover Heights. The Amnian merchants who oversee the pillaging of the island's resources have set up a team of mercenary dwarf miners and guards that are brutally efficient at their jobs. Llandrain's docks are not safe, because of both the reefs that riddle the harbor and the pirates and Northlander raiders that patrol the northern side of Snowdown. Most of the goods that come into or leave Llandrain travel by the Snowdown Ride, which is well patrolled by Amnian mercenaries.

Llandrain also has the largest and most rapidly growing group of Moonshae patriots loyal to House Kendrick. They bide their time, waiting to fight against Amn on behalf of their high king. The leader of the patriots is a Ffolk blacksmith named Miles Maddoch. Although his trade obliges him to forge the tools that the dwarf miners use in their operations, he despises them and all the other Amnian workers who have made Snowdown their own.

Harloch: This village, which shares its name with the lake that occupies central Snowdown, is hardly noteworthy apart from its location along the Snowdown Ride between Westphal and Llandrain. A small and seemingly insignificant person here might hold the power to change the region, however.

The human scribe Heinrich Mucklepratt is a low-level functionary of the mayor of Harloch, charged with keeping records of the goods and raw materials passing on the road through Harloch. Bored with the tedium of his record-keeping, Heinrich spends his idle time studying books on the history of the region. In his search for materials to read, he came across a book detailing what the locals call moonwells. These pools of water are revered by the old druids who are no longer present on Snowdown but presumably exist elsewhere.

When he found the book in a run-down shop in Westphal, it was impaled by what seemed to be the horn or talon of a large beast. Heinrich pulled the object from the book, and a jolt coursed through his body. He liked the feeling so much that he keeps the horn with him at all times. When he holds it and reads about the moonwells, his heart beats more rapidly, as if he has just run several miles.

After Heinrich found the book, an old Ffolk farmer related a story to him that one of the moonwells rests in the forest on the far side of the lake that the locals call Harloch. Since learning that information, Heinrich cannot get the moonwell out of his mind. Although it would mean neglecting his duties, something that he would have never dreamed of doing in the past, Heinrich wants more than anything to take the horn to the moonwell . . . and maybe see what happens if he tosses it in.

Campaign Directions

If your group is interested in playing a Moonshae-based campaign, you have many options for where the characters should start, what overall direction the campaign should take, and how to draw the characters into the deeper plots of the Moonshaes. Some of the adventures in Moonshae are going to be the same regardless of which faction the characters choose to represent: The giants of Oman, the lycanthropes of the Black Blood Tribe, and the pirates hiding in the Korinn Archipelago do not discriminate in who they are willing to attack. As the characters grow in power and come to learn more about the connection between the threats to the Moonshaes and their roots in the Feywild, they might want to adventure on that wondrous but deadly plane as well.

Kendrick Loyalists: The most natural and heroic direction for the campaign would see the characters begin as natives of the Moonshaes, loyal to High King Derid, and sympathetic to the plight of House Kendrick. The ultimate goal for such adventurers would be to see Derid's forces regain the lands they had lost. These characters could first come to the attention of advisors and military leaders working for House Kendrick, and at the low end of the heroic tier they would be tasked with small-scale missions on Alaron. After proving their skill and loyalty, they could work their way up the notice of the chain of command until they were asked to work for Derid directly.

Northland Blood: Characters who have ties to the sea and to the Northlanders could instead see the Storm Maiden as a more suitable leader for a unified Moonshae. The tenor of the early events following this path would involve sea-based adventures. Just as the Storm Maiden must prove herself among her own people, the characters would have to start with challenges that both advance their cause and prove their worth. When the characters learn of the dual

nature and the inner conflict of the Storm Maiden, a major decision point would be in front of the players and possibly the DM: Will the characters help the Storm Maiden tame her inner tumult, allowing them to leave their imprint on a future leader of the Moonshae Isles? Or will they treat her as a villain? In the latter case, the DM can turn her into what the characters see her as, possibly forcing them to rethink their allegiances and fall in with High King Derid after all.

Returned Fey: Another option could see characters with an affinity for fey backgrounds hail from the returned realm of Sarifal. In that case, the characters might begin the campaign fighting the evil fey of that island. After a few victories, they would trek into the wider world and learn about Moonshae's other conflicts, concentrating on fighting evil and seeking treasure and knowledge. These characters might come to represent Sarifal to the other power groups, and the decisions and actions those characters take reflect on how the high king and the Storm Maiden choose to deal with Sarifal and its occupants.

Snowdown Usurpers: Characters of a mercenary bent could start the campaign as hired soldiers in the employ of Amn. In this case, the first few adventures might involve guarding shipments against attacks from monsters in the hinterlands of Snowdown or raids from pirates or Northlanders on the high seas. At certain intervals throughout the campaign, the characters and the DM would have to decide if the characters were ready to betray their employers and join one of the other power groups. This flexibility would also allow one, some, or all the characters to become double agents.

Quests

Below is a list of quests that the characters in a Moonshae-based campaign might undertake.

- Uncover the treachery of Huedyn the Traitor on Alaron.
- Drive the forces of Great Gark from the Dernall Forest.
- Assist the dwarves of Clan Rustfire and Clan Rookoath in securing their homes in the Fairheight Range.
- Drive the Amn mercenaries out of the city of Kythyss.
- Save Caer Moray from attack by the Black Bloods.
- Learn the true identity of Twaine Stone.
- Secure the road between Caer Moray and Dynnegall.
- Make peaceful contact with the less aggressive lizardfolk tribes of Breasal Marsh.
- Help secure the future safety of Dynnegall by helping build walls and a barracks.
- Stop the summoning of Kazgoroth by the Black Bloods on Moray.
- Stop (or help) Olfgaut's assassination attempt against the Storm Maiden.
- Take back the mines and slopes of the Jotunhammers from the giants.
- Travel to Ruathym, find Yggdrasil's Child, and learn the truth about the Storm Maiden's birth.
- Eliminate the threat posed by the undead pirates hiding in Umberlee's Blindfold.
- Learn the truth behind the Jacaman spice, and defeat Roquern the devil.
- Make contact with spies or informants in Westhaven to gain information.

MOONWELLS OF THE MOONSHAES

Moonwells are spring-fed pools of fresh, clear water that exist in various locations around the Moonshae Isles. A moonwell always appears in the middle of a deep and wild forest, providing the natural flora and fauna with a source of unspoiled water.

In preceding centuries, the moonwells were thought to be gifts from the Earthmother. Those who worshiped her, especially druids, kept a sacred vigil over these places. The waters of the moonwells were said to have magical powers, although what those powers were is not common knowledge.

Various evil forces, including some dark deities, found ways to corrupt the moonwells, turning them into portals from which the vilest of beasts could emerge to threaten the safety and sanctity of the surrounding land. Over a century has passed since the moonwells' corruption. Since that time, it is thought that the Earthmother dampened the primal nature of the moonwells, ensuring that no force could usurp their powers again.

Practitioners of primal magic and worshipers of nature deities prophesy that, in the time of greatest need, dedicated heroes of the Moonshae Isles will find a way to return the moonwells to their full power, in defense of the homeland against an invasion from another world.

Moonwells play an important part in the Moonshae Trilogy of Forgotten Realms® novels by Douglas Niles. The trilogy includes *Darkwalker on Moonshae*, *Black Wizards*, and *Darkwell*.

- Rescue High King Derid's son from the clutches of the Viceroy of Westphal.
- Stop Heinrich Mucklepratt from tossing the horn into the moonwell.
- Help the patriots liberate Llandrain from Amn.
- Take Iron Keep on Oman from the control of the giant-backed ettin Hathfell.
- Locate and infiltrate the Cairn of Thelgarr Ironhand to obtain the treasure there.
- Defeat Crughth's plans to use the moonwells as portals.
- Close the passage between Oman and Vor Thomil to halt Queen Connomae's schemes.
- Defeat the giants of Oman to allow the island's settlement by civilized forces.
- Make contact with the court of Lady Ordalf in Karador.
- Shepherd a treaty between Sarifal and House Kendrick.
- Gain the assistance of Branwyn Moonsinger.
- Retake Caer Corwell from the evil fey.
- Assist the fey of Sarifal in pushing back the Unseelie in Winterglen.
- Defeat Lady Erliza on Snowdown and break Amn control there.
- Raid Citadel Umbra and defeat the hag Urphania.

Foes

This section presents unique opponents that the characters might meet during a Moonshae campaign.

Crughth, Orc Shaman **Level 5 Elite Controller**
Medium natural humanoid XP 400

HP 124; **Bloodied** 62 **Initiative** +4
AC 19, **Fortitude** 17, **Reflex** 16, **Will** 18 **Perception** +6
Speed 6 Low-light vision
Saving Throws +2; **Action Points** 1

Traits

Revel in Blood ✦ Aura 1
Any bloodied enemy that starts its turn in the aura takes 5 damage.

Standard Actions

Spirit Axe (necrotic, weapon) **✦ At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d10 + 2 damage plus 1d10 necrotic damage, and the target is slowed until the end of Crughth's next turn.

Spirit Guidance ✦ At-Will
Effect: Crughth uses *spirit axe* twice.

Incensed Ancestors (fear, psychic) **✦ At-Will**
Attack: Close blast 3 (enemies in the blast); +8 vs. Will
Hit: 2d8 + 4 psychic damage, and the target grants combat advantage (save ends).
First Failed Saving Throw: The target is dazed until the end of Crughth's next turn.

Scornful Howl (fear, thunder) **✦ Recharge** when Crughth is first bloodied
Requirement: Crughth must have taken damage during the encounter.
Attack: Close burst 2 (enemies in the burst); +8 vs. Will
Hit: 2d10 + 4 thunder damage, and Crughth pushes the target up to 2 squares.
Miss: Half damage, and Crughth pushes the target 1 square.

Triggered Actions

Savage Demise ✦ Encounter
Trigger: Crughth drops to 0 hit points.
Effect (Free Action): Crughth takes a standard action.

Skills Nature +11, Religion +7
Str 16 (+5) **Dex** 14 (+4) **Wis** 18 (+6)
Con 14 (+4) **Int** 10 (+2) **Cha** 13 (+3)
Alignment evil **Languages** Common, Giant
Equipment hide armor, battleaxe

Huedyn, Nachtur Spy **Level 4 Controller (Leader)**
Medium natural humanoid, half-elf XP 175

HP 55; **Bloodied** 27 **Initiative** +3
AC 18, **Fortitude** 16, **Reflex** 15, **Will** 17 **Perception** +10
Speed 6 (forest walk)

Traits

Beastly Presence ✦ Aura 3
Allied beasts and goblins in the aura gain a +2 power bonus to damage rolls and saving throws.

Standard Actions

Spear (weapon) **✦ At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 3 damage, and the target grants combat advantage until the end of Huedyn's next turn.

Thorn Whip ✦ At-Will
Attack: Ranged 10 (one creature); +7 vs. Fortitude
Hit: 2d8 + 3 damage, and Huedyn pulls the target up to 3 squares.

Fury's Venom (poison) **✦ Recharge** ⚁ ⚀
Attack: Close burst 1 (creatures in the burst); +7 vs. Fortitude
Hit: 2d8 + 3 poison damage, and the target is blinded until the end of Huedyn's next turn.

Entangling Plants (zone) **✦ Encounter**
Attack: Area burst 2 within 10 (enemies in the burst); +7 vs. Fortitude
Hit: 2d6 + 3 damage, and the target is immobilized (save ends).
Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that starts its turn in the zone is slowed until the start of its next turn.

Triggered Actions

Nachtur Tactics ✦ At-Will
Trigger: An attack misses Huedyn.
Effect (Immediate Reaction): Huedyn shifts 1 square.

Skills Bluff + 8, Nature +10, Stealth +8
Str 12 (+3) **Dex** 13 (+3) **Wis** 17 (+5)
Con 15 (+4) **Int** 10 (+2) **Cha** 12 (+3)
Alignment evil **Languages** Common, Elven, Goblin
Equipment leather armor, spear

Lallargh, Firbolg Death Crone — **Level 13 Elite Artillery**
Large fey humanoid — XP 1,600

HP 104; **Bloodied** 52; see also *death mastery* — **Initiative** +8
AC 27, **Fortitude** 26, **Reflex** 24, **Will** 25 — **Perception** +13
Speed 8
Saving Throws +2; **Action Points** 1

Traits

Regeneration (healing)
Lallargh regains 5 hit points whenever she starts her turn and has at least 1 hit point. If she takes necrotic damage, her regeneration does not function on her next turn.

Standard Actions

Skull Club (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +18 vs. AC
Hit: 2d8 + 10 damage, and the target is blinded until the start of its next turn.

Wasting Curse ✦ **At-Will**
Attack: Ranged 10 (one or two creatures); +18 vs. Will
Hit: 2d6 + 4 damage, and ongoing 5 damage (save ends).

Deadly Flurry ✦ **At-Will**
Effect: Lallargh makes two basic attacks.

Dark Moon Curse (psychic) ✦ **Recharge** ⚁ ⚂
Attack: Area burst 2 within 10 (enemies in the burst); +18 vs. Fortitude
Hit: 2d10 + 11 psychic damage, and the target cannot regain hit points (save ends).

Triggered Actions

Death Mastery ✦ **Encounter**
Trigger: Lallargh drops to 0 hit points.
Effect (No Action): Lallargh is removed from play until the start of her next turn, and all effects on her end. When she returns, she reappears in an unoccupied square within 5 squares of her original space, she regains 104 hit points, and *dark moon curse* recharges.

Skills Nature +13

Str 17 (+9)	**Dex** 14 (+8)	**Wis** 14 (+8)
Con 20 (+11)	**Int** 17 (+9)	**Cha** 19 (+10)

Alignment evil — **Languages** Common, Elven, Giant
Equipment robes, mask, skull club

Twaine Stone, Jackalwere Spy — **Level 5 Elite Skirmisher (Leader)**
Medium natural humanoid (shapechanger) — XP 400

HP 126; **Bloodied** 63 — **Initiative** +8
AC 19, **Fortitude** 16, **Reflex** 18, **Will** 17 — **Perception** +8
Speed 7
Saving Throws +2; **Action Points** 1

Traits

Feral Tactics ✦ **Aura** 3
Any ally in the aura can shift 1 square as a minor action once per turn.

Rabid Execution
Twaine's attacks deal 1d6 extra damage against targets granting combat advantage to him, or 1d12 extra damage if the target is dazed, helpless, prone, or stunned.

Standard Actions

Bite ✦ **At-Will**
Requirement: Twaine must be in jackal form.
Attack: Melee 1 (one or two creatures); +10 vs. AC
Hit: 2d6 + 6 damage, and Twaine can shift 1 square.

Falchion (weapon) ✦ **At-Will**
Requirement: Twaine must be in human form.
Attack: Melee 1 (one or two creatures); +10 vs. AC
Hit: 4d4 + 4 damage, and Twaine can shift 1 square. On a critical hit, this attack instead deals 2d4 + 20 damage.

Sleep Gaze (charm, psychic) ✦ **Recharge** ⚁ ⚂
Attack: Ranged 5 (one or two creatures); +8 vs. Will
Hit: 2d4 + 5 psychic damage, and the target is dazed (save ends).
First Failed Saving Throw: The target falls unconscious until the end of Twaine's next turn. If the target takes damage, the effect ends.

Bloodthirsty Beckoning ✦ **Recharge** when Twaine is first bloodied
Effect: Close burst 10 (one or two allies in the burst); each target can shift 1 square and make a basic attack or charge.

Minor Actions

Shifting Shape (polymorph) ✦ **At-Will** (1/round)
Effect: Twaine alters his physical form to appear as a Medium jackal or a human, and he can shift up to 3 squares. He maintains his new form until he uses *shifting shape* again. Twaine retains his statistics in his new form, and his equipment becomes part of his form if he becomes a jackal. If Twaine drops to 0 hit points, he reverts to jackal form, and any equipment he has does not remain part of that form.

Skills Acrobatics +11, Athletics +9, Bluff +10, Stealth +11

Str 15 (+4)	**Dex** 18 (+6)	**Wis** 12 (+3)
Con 15 (+4)	**Int** 10 (+2)	**Cha** 16 (+5)

Alignment evil — **Languages** Common
Equipment falchion

Magic Items

A number of magic items are unique to the Moonshae region. Here are a few items that characters in a Moonshae campaign might find.

Earthmother Torc

The Moonshaes have long been a breeding ground for those cursed with lycanthropy. Malar's past attentions to the area have encouraged shapechangers that revere him to seek and spread his influence on the isles. In response to the threats that these lycanthropes pose to the inhabitants of the Moonshaes, the mystics among the Ffolk have created a torc that not only protects the wearer from magical diseases, but also makes attacks against lycanthropes more effective.

Earthmother Torc Level 4+ Uncommon

This rope-like silver collar is adorned with stylized acorns, oak leaves, holly berries, and ferns, representing the natural world's serenity.

Lvl 4	840 gp	Lvl 19	105,000 gp
Lvl 9	4,200 gp	Lvl 24	525,000 gp
Lvl 14	21,000 gp	Lvl 29	2,625,000 gp

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Property

You are immune to diseases transmitted by shapechanger attacks.

Utility Power ✦ Daily (No Action)

Trigger: A shapechanger is hit by your attack.

Effect: The shapechanger cannot regain hit points and cannot use polymorph powers (save ends both).

Ironhand's Reckoning

In the time before the joining of the Northlanders and the Ffolk under the high kings and queen of House Kendrick, the leader of the island of Oman was Jarl Thelgaar Ironhand. Under his leadership, the petty Northlander kings of Oman put aside their bickering to assemble one of the most powerful fighting forces the Moonshaes have ever seen.

The main threats during Jarl Ironhand's reign were the giants that made their homes in the Grampalt Highlands. Ironhand knew that if he was to build the nation he envisioned, he needed to tame these giants and put an end to their raids. With that goal in mind, he had his weaponsmith craft a greatsword for him. Magic-users who served Ironhand used their talents to infuse the sword with powers useful against gigantic foes. As giants fell before the jarl, his soldiers gave the sword the name Ironhand's Reckoning.

The smith who created the blade made replicas for some of Ironhand's most loyal soldiers, but none carried the power or the reputation of the original.

Ironhand's Reckoning Level 13 Rare

The nicks and flaws in the blade belie this greatsword's phenomenal balance and decoration. When you hold the sword, you hear the rumbling of booming voices crying out in pain.

Weapon: Greatsword 17,000 gp

Enhancement Bonus: +3

Critical: +3d8 damage, +3d10 damage against a Large or larger creature, or +3d12 damage against creatures that have the giant subtype

Attack Power ✦ Daily (Immediate Interrupt)

Trigger: A Large or larger humanoid enemy is adjacent to you, and it hits your ally with an attack.

Effect: You and the ally can each make a melee basic attack against the triggering enemy. You must use this weapon to make the melee basic attack.

Utility Power (Healing) **✦ Encounter** (Free Action)

Trigger: You drop a Large or larger humanoid to 0 hit points using this weapon.

Effect: You can spend a healing surge and regain 9 additional hit points.

Sentinel's Cudgel

Each of these stout clubs is made from an oak tree that died after at least a century of growth. A druid harvests the wood, shapes it using a blessed blade, and immerses the finished cudgel in a moonwell for no fewer than 24 hours. Several of these weapons were created before the last coming of Kazgoroth. Since that event, more than a century ago, all attempts to create more such weapons have produced inferior versions. Some claim that the only remaining Great Druid, Antola Pilark, has recently succeeded in creating a new weapon comparable to the cudgels of yore.

Sentinel's Cudgel Level 3+ Uncommon

Each of these clubs is unique in shape and features, depending on how the tree from which the cudgel was formed died.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Mace
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d6 damage per plus

✝ Attack Power ✦ Daily (Free Action)
Trigger: You and an allied beast or summoned creature flank an enemy, and the enemy is hit by the ally.
Effect: You use this weapon to make a melee basic attack against the enemy.

Utility Power ✦ Daily (Free Action)
Trigger: You hit an enemy with an attack using this weapon.
Effect: A beast or summoned creature ally adjacent to you or to the enemy can shift up to a number of squares equal to this weapon's enhancement bonus as a free action.

About the Author

Shawn Merwin is a technical writer and freelance game designer whose other work includes *Dungeon Delve*™, *Assault on Nightwyrm Fortress*™, and the forthcoming *Halls of Undermountain*™. He has been an administrator in many of Wizard of the Coast's organized play campaigns, including Living Greyhawk, Xen'drik Expeditions, and Living Forgotten Realms. Shawn's thoughts on RPGs and game design are featured in his "Know Your Roll" column at Critical-Hits.com.

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The Nine Swords of Tyr

By Rodney Thompson

Illustration by Wayne England

In the dark days before the death of Kalak of Tyr, the Veiled Alliance hatched a desperate plan to craft weapons designed to destroy the sorcerer-kings. A council of Veiled Alliance leaders met in secret within the city, the first and only time in memory that such a risky gathering was attempted. The greatest arcane minds that the resistance had to offer compiled secret instructions for the creation of weapons that would defend their wielders against the most powerful of the defilers' attacks, and undermine their greatest defenses.

They agreed that no single weapon could be sufficiently enchanted to counteract all of the sorcerer-kings' powers. The process of enchanting a single weapon so many times over would take far too long, giving Kalak's templars a chance to root out the conclave. Moreover, a single weapon of such incredible arcane might would shine like a beacon the first time a templar or sorcerer-king decided to detect magic within the city. Therefore the council decided that nine swords would be crafted, each containing a fragment of the enchantments necessary to oppose the powerful defilers.

The Veiled Alliance, at great expense, had nine swords of varying shapes and sizes brought to, or hastily forged in, the city of Tyr. Veiled Alliance sympathizers smuggled the weapons to the secret hideout of the conclave where they were enchanted, each with some basic spells and then with special gifts unique to that weapon. Should the need arise, the swords could combine into a single, all-powerful blade: a slaying weapon to bring low the powerful dragon kings. When their work was finished, the Veiled Alliance held in their possession the seeds of the sorcerer-kings' undoing.

However, Kalak had long suspected that the Veiled Alliance would move to depose him, and planted templar spies throughout the city who earned the Alliance's trust by posing as sympathetic helpers. When news of the Veiled Alliance's plans

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reached Kalak, the sorcerer-king decided to let the conspirators go through with them, believing that with the swords in his possession none could oppose him. Once the final sword was complete, Kalak sent a psychic command to his templars to spring the trap.

A great battle raged through the streets of Tyr between the Veiled Alliance and Kalak's templars. Despite the shock of their betrayal by seemingly loyal sympathizers, the Veiled Alliance was able to fight off the first wave of attackers. The Alliance quickly decided to move the swords far from Kalak's reach, and placed each one in the hands of a different trusted agent with orders to flee Tyr. Most escaped the city during the battle and fled in separate directions to the far corners of the region. Some fell to Kalak's hunters along the way; others were lost in the desert sands. Those who survived dared not contact the others for fear of alerting Kalak to their location. As a result, all record of what happened to the nine swords after they left Tyr was lost.

The existence of the *Nine Swords of Tyr* was a closely-guarded secret from the beginning. Now scattered across Athas, they are all but forgotten. However, rumors about the swords surface from time to time. An ancient riddle, handed down within a family for generations, supposedly leads to the hiding place of a weapon smuggled out of Tyr by an ancestor. A visiting noble catches a fleeting glimpse of a sword within a sorcerer-king's vaults, its distinctive shape gnawing at the noble's mind and begging to be seen again. A traveling merchant watches from inside a long-abandoned desert dwelling as the dust storm outside its walls buries a skeleton that clutches a sword bearing the markings of the Veiled Alliance.

Even among the members of the Veiled Alliance, the full story of the *Nine Swords of Tyr* is not well known. Some say that the entire tale is recorded on parchments hidden somewhere within the city. As the rumor goes, Kalak managed to capture one of the original conspirators, and over the course of many days of torture the Veiled Alliance agent described in detail every aspect of the weapons' conception, creation and use. These details, transcribed in between the agent's screams and pleas for mercy, were delivered to Kalak for study, then sealed in a secret vault when the sorcerer-king was finished with them. These scrolls may be the only complete record of the origin and nature of the *Nine Swords of Tyr* still in existence.

The Nine Swords of Tyr

The first entry for the *Nine Swords of Tyr* below describes the properties and powers common to all of the nine swords. Each sword then has its own entry, which describes the physical form of the weapon and its unique powers and properties. Note that each of the *Nine Swords of Tyr* has its own level and enhancement bonuses.

The Nine Swords of Tyr — Level 8-24 Rare

Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d10 damage per plus

Properties

✦ During an extended rest, a creature possessing a *sword of Tyr* can bond with the weapon, becoming its bonded wielder. Each sword can have only one bonded wielder at a time, and only a bonded wielder can use the weapon's powers.

✦ The wielder of this weapon is immune to scrying as long as the weapon is being held.

✦ At the end of an extended rest, the weapon's bonded wielder gains temporary hit points equal to its healing surge value.

Utility Power ✦ Daily (Standard Action)

Effect: By touching one *sword of Tyr* to another and uttering a command word, a bonded wielder of both weapons can meld them into a single item. When this happens, the bonded wielder chooses the new item's form (which must be the same as one of the two melding weapons) and which weapon's magical properties and powers are carried over to the new item. Any daily powers expended on one of the melding weapons are expended on the new weapon. The new item's enhancement bonus is equal to the greater enhancement bonus of the two melding weapons. The bonded wielder can end this effect and separate the swords as a minor action.

† Attack Power (Weapon) **✦ Daily** (Standard Action)

Effect: You make a melee basic attack with this weapon. If the attack hits, it deals 1[W] extra damage. After the attack is resolved, you can choose one ally within 10 squares of you to make an arcane implement attack against the attack's target as a free action.

Utility Power (Teleportation) **✦ At-Will** (Minor Action)

Requirement: You must have a hand free.

Effect: The sword teleports up to 1 mile to your hand. You do not need to have line of sight to the sword.

The First Sword of Tyr — Level 8 Rare

Barely larger than a dagger, the First Sword of Tyr has a hilt made of jhakar fang and is enchanted with magic that makes its blade bite deep.

Lvl 8 +2 3,400 gp
Weapon: Short sword
Property
✦ When you damage a creature with a weapon attack using this weapon, that creature cannot regain hit points until the end of its next turn.

The Second Sword of Tyr — Level 10 Rare

This fine, slender blade has a hilt made of alabaster wrapped in leather, and is enchanted with magic that shields the mind from psychic assault.

Lvl 10 +2 5,000 gp
Weapon: Rapier
Property
✦ You gain psychic resistance equal to 3 + twice the weapon's enhancement bonus.

The Third Sword of Tyr — Level 12 Rare

This broad-bladed sword has a hilt made of anakore tusk and is enchanted with magic that preserves the wielder's life force.

Lvl 12 +3 13,000 gp
Weapon: Scimitar
Property
✦ You gain necrotic resistance equal to 3 + twice the weapon's enhancement bonus.

The Fourth Sword of Tyr — Level 14 Rare

This simple blade features a studded grip of petrified wood, and is enchanted with magic that reflects psychic assaults back on their originators.

Lvl 14 +3 21,000 gp
Weapon: Longsword
Attack Power (Psychic) ✦ **At-Will** (Immediate Reaction)
Trigger: You take psychic damage from an enemy attack.
Effect: The triggering enemy takes psychic damage equal to the psychic damage dealt to you by its attack. The damage dealt to the enemy ignores psychic resistance.

The Fifth Sword of Tyr — Level 16 Rare

This sword features a broad, flat blade with a twin kirre-fang hilt. It is enchanted to disrupt an enemy's ability to teleport.

Lvl 16 +4 45,000 gp
Weapon: Broadsword
Attack Power (Teleportation) ✦ **Encounter** (Free Action)
Trigger: You hit an enemy with a weapon attack using this weapon.
Effect: You teleport up to half your speed, and the enemy cannot teleport until the end of its next turn.

The Sixth Sword of Tyr — Level 18 Rare

This broad blade features a longer crystalline hilt, and is enchanted with magic that slows the minds of those it wounds.

Lvl 18 +4 85,000 gp
Weapon: Falchion
Attack Power ✦ **Daily** (No Action)
Trigger: You hit a creature with a weapon attack using this weapon.
Effect: The creature cannot recharge powers (save ends).

The Seventh Sword of Tyr — Level 20 Rare

This long, broad-bladed sword features a bone hilt and enchantments that suppress the auras of enemies.

Lvl 20 +4 125,000 gp
Weapon: Bastard sword
Attack Power ✦ **Encounter** (No Action)
Trigger: You hit an enemy with a weapon attack using this weapon.
Effect: The enemy's auras are deactivated.

The Eighth Sword of Tyr — Level 22 Rare

This weapon features a long, curving blade with an inlaid ivory hilt and is enchanted to make it difficult for enemies to recover from their ailments.

Lvl 22 +5 325,000 gp
Weapon: Greatsword
Attack Power ✦ **Encounter** (No Action)
Trigger: You hit an enemy with a weapon attack using this weapon.
Effect: The enemy takes a -5 penalty to saving throws until the end of your next turn.

The Ninth Sword of Tyr — Level 24 Rare

This massive sword with a bone grip is the most ornate of the Swords of Tyr, and features an enchantment that steals time from an opponent.

Lvl 24 +5 525,000 gp
Weapon: Fullblade
Attack Power ✦ **Encounter** (No Action)
Trigger: You hit an enemy with a weapon attack using this weapon.
Effect: The enemy loses an action point.

About the Author

Rodney Thompson is the Tabletop Games Manager for Dungeons & Dragons R&D at Wizards of the Coast, originally from Chattanooga, Tennessee. His credits for the *Dungeons & Dragons*® game include the *Dark Sun*® *Campaign Setting*, *Dark Sun Creature Catalog*™, *Heroes of the Fallen Lands*™, *Heroes of the Forgotten Kingdoms*™, *Monster Vault*™, and *Player's Option: Heroes of the Feywild*™.

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Eye on Eberron

Taer Syraen, the Winter Citadel

By Keith Baker

Illustration by Noah Bradley

Winter rides tonight. That's an old Karrnathi saying, a warning for when the cold winds blow at sunset. The fields south of the Karrnwood are the finest in the nation, the soil rich and fertile. Yet the danger of a killing frost is ever present, and a sudden bitter cold can sweep out of the woods in any season. Elsewhere, farmers might curse the Devourer, blame the influence of Risia, or rail at the selfishness of House Lyrandar.

Winter is a time of cold and darkness, a season of death or slumber and waiting for rebirth. It is a time of trial. Yet it can draw people together, and wise people know a shared hardship is easier to endure. And though the cold can be deadly, great beauty can be found in the new-fallen snow. Winter takes the familiar and adds a touch of magic.

The farmers of the Rekkenvale tell a different tale. They say Winter lives in the Karrnwood, and the frosts come south when Winter rides with his hounds. Wise people stay indoors on those cold nights, because Winter shows no mercy to those who cross his path.

In the wake of the Mourning, this old superstition has become deadly reality. Farmhands in the Rekkenvale awaken to the baying of distant hounds. The nights grow colder, and frightened children fear that summer will never come again. Village hunters and veteran rangers alike have disappeared from the fringes of the forest.

Six months ago, Count Rolund ir'Tanar led a force of soldiers into the Karrnwood, expecting to find bandits or poachers. Instead he came upon a glittering fortress of ice defended by an army of fey soldiers. When he challenged the strangers, he was driven back by frigid winds. Eladrin knights emerged from the citadel and pursued the Karrns to the edge of the wood. The count was lucky to survive.

Count Rolund has concealed the true nature of the threat from his subjects. Until he has an army at his back and royal dispensation to dispose of these

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fey intruders, he has no desire to let his people know of his humiliation. Nonetheless, the farmers know that a power is at work in the woods. What is the threat of the frozen fortress? Will adventurers end up fighting the frigid knights, or will they find allies in the ice?

War and Winter

The fortress of ice, Taer Syraen, originates in the fey realm of Thelanis, where stories have as much power as the laws of physics. *Taer Syraen* means "Citadel of Winter," and the name shapes the nature of both the spire and its inhabitants.

The walls and towers of the citadel are made of ice, and the chill of the spire can be felt from miles away. Belying its elegant appearance, the walls of Taer Syraen are stronger than stone and swiftly repair themselves if damaged. War is a part of the citadel's nature. (If it were a peaceful city, it would be called *Shae Syraen*; a *taer* is built for war.) Masked archers watch from the battlements. Arbalests are hidden by panes of ice that melt away when battle begins. The sorcerers of the city pose an even greater threat than the soldiers, channeling the raw power of the spire into vicious gales and blasts of frigid cold. Eladrin knights take to the sky on griffons and hunt on the ground astride otherworldly steeds. The spire is home to more than three thousand adult fey, and every one of them is ready for war.

The winter fey have fair skin and silver-white or shimmering blue hair, and their eyes are blue, black, or white. Although they have no innate cold resistance, they are comfortable in cold temperatures and dislike the heat. The people of Taer Syraen are bound to their home, and as they grow older and more powerful this connection grows. Winter clings to the paragon fey of Taer Syraen, and a chill descends upon the room when a Syraen knight enters (although this is a cosmetic effect that can be suppressed if desired).

Four Branches

The citadel is ruled by **Shan Syraen**, the self-styled "Lord of Winter." As typical of the most powerful fey, his true name is a secret known to few. Shan Syraen is bound to the spire, granting him great power and near immortality as long as he remains within his demesne. His subjects are primarily eladrin, with a smattering of gnomes and other fey. His court is split into four branches—ancient guilds that tend to the needs of society and the citadel. Every member of the court chooses a branch upon coming of age, with most children following in the footsteps of their parents.

Hail is the branch of war. Hail fey are knights and warlords, hunters who pursue enemies of the citadel. They are aggressive and ruthless, emulating winter's role of winnowing out the weak. The Hail fey devote their lives to war, but take a cold and calculating approach. A Hail warrior plans his or her attacks carefully, and is aggressive without becoming blinded by anger. The Hail branch is commanded by **Killing Frost**. The youngest of the branch leaders, this eladrin warlord earned his position during the fomorian wars in Thelanis. He yearns to return to Thelanis to continue this struggle.

Ice is the branch of preservation, composed of wizards and sorcerers who learn to manipulate cold in all its forms. When battle is joined, the power of Ice can turn the tide, but members of this branch have little interest in aggression. The Ice fey are artisans and architects, crafting weapons and tools and maintaining the walls and fortifications of the citadel. They are also archivists who preserve the stories of the past and ensure that traditions aren't forgotten. The Ice branch is led by **Forget Me Not**, a ghaele sorceress who has held her post for thousands of years. Every time the citadel has drifted into Eberron, Forget Me Not has chosen a remarkable mortal to freeze in her Silent Gallery. She does not do this out of malice; on the contrary, Forget Me Not believes she has done these mortals a great honor, preserving them from the ravages of time so that they are remembered—at least by those who visit her glacial garden.

The **Sleet** fey are slippery and cunning. Though the feyspires are hidden from the people of Khorvaire, in Thelanis they are tied together in an intricate web of social bonds. The Sleet fey are the envoys of the Lord of Winter, serving as spies, traders, diplomats, and, when needed, assassins. In times when the spire has been stranded on Khorvaire, the Sleet fey maintained contact with the other spires. By and large the Winterfolk don't consider the Karrns enough of a threat to bother spying on them, but the Sleet fey know it's dangerous to know nothing about a possible foe and thus have begun exploring the wider world. Syraen gnomes are typically bound to Sleet. The leader of the branch is **Mask of Mists**, an old gnome renowned for his silver tongue and rumored to be a master assassin as well, although it is not known if the Mask is the deadliest of these assassins or the hand that guides this icy dagger.

Snow is unknown outside the walls of Taer Syraen. It is the smallest of the branches, and every member brings unique talents to the group. Overall, the Syraen fey are bound by tradition. The members of the Ice branch are masters of their crafts, although their advancement has stalled; Ice preserves, but it doesn't create. The Snowfolk are artists and innovators. The branch includes wizards and warlords, assassins and bards. What binds them together is their refusal to hold to any one path; they drift from idea to idea like snowflakes on the wind, and their works and techniques are quickly abandoned and forgotten. Nonetheless, they have created new rituals and styles that have been adopted by the other branches. And because of their free spirits, they are best suited for dealing with the unexpected,

LORD OF WINTER, PRINCE OF FROST

Shan Syraen is an archfey embodying the power of winter, similar to the Prince of Frost as described in "The Court of Stars" (*Dragon* 374). Shan Syraen lacks the tragic history of the Prince of Frost, and the walls of the Winter Citadel aren't built from frozen tears. However, if adventurers come to blows with the Lord of Winter, the statistics given for the Prince of Frost can be used as a good example of Shan Syraen's combat abilities.

and are more comfortable than the other branches interacting with mortals. The branch is governed by an ancient ghaele wizard, a contemporary of Shan Syraen known as **First Snow**. She leads with a free hand, and pushes the Snowfolk to find their own guiding winds.

Shadows in the Ice

Years ago, Nyria Thuranni d'Phiarlan swore she would find a feyspire. She was driven by a fascination with the origin of her people and a desire to steal the secrets of the fey. She brought together a cabal of shadowmarked heirs from the lines of Thuranni, Shol, and Elorrenthi. In time they succeeded in their task, but they became trapped in the citadel when it drifted back to Thelanis. Discovered and caught by the forces of Sleet and Snow, the elves spent decades in the frigid prison below the spire. When it became clear that the spire might not return to Eberron in her lifetime, Nyria agreed to serve Shan Syraen in exchange for freedom within the citadel. The shadowmarked heirs earned the respect of the Winter Fey, battling fomorians and diving with abandon into the intrigues between the great powers of Thelanis.

A small population of elves continues to thrive in the tower. The eladrin call them *faeryvar*, "children of summer." Although they have earned the trust of Shan Syraen, the faeryvar aren't bound to the spire in the same way that the fey are. This situation creates distance between the two races, and the elves socialize with their own kind. Eladrin and elves have fallen in love, however, and half-elves live among the faeryvar in the southernmost tower. Though most of these elves serve one of the four branches, a few have found a higher calling as members of the Dagger of Shadows, an order of dragonmarked assassins who answer directly to Shan Syraen. It's rumored that he has used them to eliminate rivals within Taer Syraen—true or not, this assertion is a source of great pride for the faeryvar.

Elves and half-elves have held onto their ancient family names, but have long abandoned the Phiarlan house name. An elf of the faeryvar might introduce himself as Hasa Thuranni of Sleet. The faeryvar have little knowledge of the history of Khorvaire, and they know nothing about the Shadow Schism.

First Snow is fascinated by dragonmarks and has been experimenting with them for generations, using rituals that work only in the magical realm of Thelanis. This circumstance is one possible way to introduce eladrin or half-elves with the Mark of Shadow into a campaign.

Adventure Hooks

So how does Taer Syraen fit into a campaign? It is a fey stronghold in a hostile land. It holds mighty artifacts in its vaults, and the Ice branch produces wonders every day; can the adventurers steal these treasures? As the DM, you need to decide if the fey remain in isolation or if they are becoming increasingly aggressive. Are the Hail hunters razing Karrnathi farms? Is the chill of the citadel threatening to start a new famine—and if so, can the fey stop it, or is it an unavoidable side effect of their being trapped on Eberron?

Here are a few other possibilities.

Home Sleet Home: Taer Syraen can be a base for a wide variety of player characters. The Hail branch produces rangers and warlords who could venture out into the warm world in search of greater challenges and worthy foes. The Snow fey love to explore and seek new inspiration. The Sleet fey seek to defend their home by gathering information and gaining influence. All of the fey want to find a way to send the spire back to Thelanis. Some might wonder why the adventurers don't return to Thelanis alone, if they could find a way, but doing this isn't a simple undertaking. The gnomes and the eladrin of Taer Syraen are bound to the spire in a way humans can't understand. There's no point to returning to Thelanis if Taer Syraen isn't there. They are the people of Winter, and if Winter is trapped in another realm, then the fey can never truly be free.

If a player wants his or her character to be from Taer Syraen, work together to decide the branch the character is affiliated with, and how he or she is connected to the citadel. Has the adventurer been sent out into the wider world, or is he or she following personal instincts and desires? Does the character want to save Syraen from the Karrns or other enemies?

Rolund's Wrath: Count Rolund is determined to bring the feyspire down, but Taer Syraen is too great a challenge for his limited forces. If Kaius refuses to support him, Rolund's obsession could lead him to make other allies. He could turn to the lich-queen Erandis Vol, as King Kaius of Karrnath once did, and raise an undead army to besiege the spire. Erandis would undoubtedly be interested in tapping the power of the spire for her own ends. She could also set Rolund up as a hero of Karrnath fighting

extraplanar invaders—stoking dissatisfaction with Kaius and pushing the nation toward civil war.

Alternatively, Rolund could turn to the secretive Lords of Dust, who might also be interested in harnessing the power of the spire for their own ends; or to forces secretly aligned with Shae Loralyndar, a spire that has long had a bitter rivalry with the Winter Fey; or to the forces of the Fading Dream, which want to inflict dramatic vengeance on the Winter Fey.

Adventurers who have ties to Taer Syraen must disrupt Rolund's forces or defend the citadel—a challenge that could be more dramatic if Shan Syraen and the leaders of the four branches are incapacitated by magical or other means. Or, adventurers with ties to Karrnath could choose to take up Rolund's cause and fight the arrogant fey, or seek a way to establish peace between these two forces.

Lost Shadows: The faeryvar know little about their ancestors. When House Phiarlan or House Thuranni learns of these foundlings, the house attempts to recruit them back into the fold. This could lead to a three-way struggle in the shadows. If First Snow has managed to produce half-elves or eladrin with the Mark of Shadow, these individuals would be considered abominations by both houses and possibly the Chamber of Argonnessen, and this fact would make life interesting for an adventurer who bore such a misplaced mark.

About the Author

Keith Baker is the creator of the Eberron® campaign setting, the designer of the Gloom card game, and a frequent lecturer at Morgrave University in Sharn. Though he doesn't endorse grave robbing or the necromantic arts, he has great respect and admiration for the Karrnathi people. While researching this article, he was afforded the rare opportunity to ride a Karrnathi skeletal horse. Suffice it to say that the experience didn't end well.

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FORGOTTEN REALMS®

ED GREENWOOD'S
Eye on the Realms

Ghost Knight of Galardoun

By Ed Greenwood

Illustration by Wayne England

Throughout the Heartlands of Faerûn, word has spread of an eerie apparition that many folk have encountered in dark and lonely places.

For about the first twenty years in which this strange haunt was seen, it appeared only in the vicinity of Galardoun, a ruined village along the Trade Way between Triel and Scornubel. On occasion, beginning about four decades ago, the apparition followed travelers who passed through Galardoun on long journeys. It tarried for a time at various destinations, including Waterdeep, Suzail, Marsember, the cities of Sembia, settlements large and small in the Dales and around the Moonsea, and—less often—in Amn, Tethyr, and Turmish. No two tales agree on what this phenomenon is or where it came from, but all maintain that it takes the form of a silent, flying warrior's helm.

Some time after the helm started to travel away from Galardoun, it acquired the name "ghost knight of Galardoun." This fancy was probably the work of a minstrel who knew of the helm's original haunting location, but didn't know that Galardoun was once an independent settlement that never had resident knights or a distant lord claiming sovereignty over it. The village also had never had, so far as is known, any inhabitant who might have worn or even made such a helm. Galardoun did have a blacksmith who could shoe horses (his daily work) and make crude repairs to bits, bridles, and wagons, but never an armorer. In the 1380s, the community was abandoned after a wasting disease claimed the life of villager after villager.

In short, no widely accepted explanation of the flying helm's origins or true nature exists. It's what some have called "fell but helpful," and because people encounter it in many places, it has become more widely known.

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The Hovering Helm

The ghost knight of Galardoun always looks the same: it's an empty flying or hovering greathelm that moves silently, often turning (or even pausing) as if to stare at people. It usually hangs in the air at about the height it would be if worn by someone who stands about seven feet tall, and it can soar or descend to other heights. Many observations and a few daring tests, including some spells, have determined that no invisible or spectral body is beneath it, and no hidden creature is inside it.

What is inside is a glow. Normally, the light is an eerie deep blue or green, and witnesses can see it from some distance away. These onlookers describe the illumination as being "as bright as a good lantern" in dark surroundings, emanating down out of the open bottom of the helm as a cone, and out of the slitted eyeholes of the helm as a beam. Some believe that when the hue is green, the ghost knight is angry, disapproving, or attempting to warn those within sight of it.

The greathelm is crude and unadorned enough that it might have been made or worn anywhere, though such helms have not been fashionable for centuries (Tethyr being one place they were), and such a heavy one would have been utterly impractical for most human wearers. The helm is a massive, closed-face bucket of dark metal, with two narrow eyeholes and several breathing holes beneath the eye-slits in a beak-like prow. The entire front of the helm is a hinged visor that overlaps the rear of the helm along seams, which are reinforced with strapping, that run down both sides of the helmet.

Dangerous or Beneficient?

The ghost knight is an eerie, alarming sight to many wayfarers, and no wonder. Most folk would be wary or outright terrified of an empty helm hanging in the air and seeming to watch them, following them in silence. Yet this helm has guided lost wayfarers to safety or a chosen destination through unfamiliar terrain, dark nights, and snowstorms.

On the other hand, some accounts claim that the helm lures travelers into the presence of undead or into tombs, crypts, and other places where undead lurk. Such claims are true, and the ghost knight will by gesture—such as repeated movements to knock against a door, latch, trapdoor, concealed entrance, or a location where a coffin is buried—try to indicate to its follower that he or she should open the way for it. At the same time, though, the ghost knight might reveal treasure, or it could point out access to the Underdark, a hidden dungeon, an overgrown cellar of a vanished building, or a subterranean labyrinth.

Undead of all kinds—even powerful liches and vampires—shun the ghost knight, but no order of paladins or temple of any deity claims the helm as a manifestation of good or of their god. Some witnesses have claimed that the ghost knight attacks undead, and it absorbs all that don't flee swiftly enough. Rumor has made this belief widespread: The ghost knight swallows undead, sucking up their bodies or substance through its open bottom and absorbing them. According to Elminster, the ghost knight is feeding when it does this, powering its continued existence by destroying undead.

People fiercely disagree on whether the ghost knight is itself undead, but most priests and sages say that it must be. None agree about its origin or essential nature.

What Is the Ghost Knight?

Some say the ghost knight is the remains of an undead-hunting paladin who met with mortal misfortune but whose shining will and drive transformed him into an apparition dedicated to leading the living to put the dead to rest by destroying undeath.

Others just as stoutly claim that it is an animated magic item—perhaps directed and using the senses of its creator, now bound into it—intended to control or (in the words of Tonthyn, Battlepriest of Tempus in Zazesspur) "weed out the hosts of" undead by destroying some and aiding others.

Between these markedly opposed views, dozens of other explanations and theories exist.

One of the most interesting explanations is promoted by the wealthy sage and retired adventurer Authraun of Athkatla, who has tried to trace all the known journeys of the ghost knight and identify whom it was following or accompanying. He believes the ghost knight seeks individuals who have particular, nascent gifts so that it can impart, by touch, lore it possesses that will urge these people into certain quests that serve some purpose as yet unrevealed.

Perhaps a fallen god is seeking to rise again, and it requires mortal aid to do so: The deity might want to gather artifacts in a specific place or find suitable living bodies to possess, and the ghost knight is a lure acting on behalf of such a deity. Perhaps the ghost knight is all that is left of a deity or an exarch, and it seeks to slowly and painstakingly gather strength for an eventual return.

"Or perhaps," counters the young sage Rarkriskran of Baldur's Gate, "this is all so much fanciful piffle, and this so-called 'ghost knight' is nothing more than an enchanted helm whose magic was twisted awry by the Spellplague. Now the 'ghost' rides what it can imperfectly glean of the stray thoughts of nearby

sentients, and these thoughts goad the helm into wild, random behavior. In turn, we strain both creativity and credulity in our attempts to concoct explanations for this item."

Closer to the Truth

The old Sage of Shadowdale, Elminster Aumar, chuckles at Rarkriskran's words, and responds, "The young and fierce so often seek to exalt themselves by belittling others. I was young and fierce, once." He suspects that there might well be divine direction behind the ghost knight, but stresses that all the opinions he has heard thus far are speculation. No one has shown any special knowledge that suggests they stand close to the truth.

What Elminster has heard of the encounters and experiments, however, lead him to conclude that the ghost knight follows a purpose that's something more than destroying undead. He believes it has a cause that various commentators and experimenters haven't discovered yet. Elminster also suspects that the ghost knight is damaged—a remnant of a being once greater and more capable than it is now, and that at times it wanders from its mysterious purpose.

The Ghost Knight Cult

As was inevitable, in Elminster's opinion, small groups of humans in several Sword Coast cities gathered to worship the hovering helm, venerating the ghost knight as "a sentinel that will lead those who serve it faithfully to better lives and a brighter world for all!"

That claim was made by a young cobbler, Imbram Ergleth of Athkatla, who leads the largest and most influential band of believers. This group is located in the Wave District of the City of Coin. Ergleth's authority is disputed by Harburtran Daeyel, leader of the smaller but wealthier True Ghost Knight Faithful in Waterdeep, which meets in the rentable upstairs Brazen Doors Room of the Ten Trolls Fallen tavern in Trades Ward. Waterdhavian followers of the slain god Helm claim that the ghost knight is none other than hallowed Helm, the Guardian Risen, and they vow to silence all blasphemers who say otherwise. Several of them have set forth to find the flying helm, worship it, and obey its commandments.

Elminster comments dryly that the wizard who manages "a spell or six so as to seem to speak through the helm can make himself mighty overnight—unless, of course, it really *is* Helm, and his effrontery leaves the Guardian . . . unamused."

About the Author

Ed Greenwood is the man who unleashed the Forgotten Realms® setting on an unsuspecting world. He works in libraries, plus he writes fantasy, science fiction, horror, mystery, and romance stories (sometimes all in the same novel), but he is happiest when churning out Realmslore, Realmslore, and more Realmslore. He still has a few rooms in his house in which he has space left to pile up papers.

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Reflections of Ruin

A Chaos Scar adventure for 7th-level characters

By John Rossomangno

Illustration by Milivoj Ćeran

Cartography by Kyle Hunter

Introduction

When a cursed dragon begins using the power of the Chaos Scar to magically reflect her warped image onto the world, the adventurers must end her twisted plans. Thanks to the chaos the dragon has toyed with in the past, she and her tribe of ogre henchmen offer several surprises for the interlopers.

"Reflections of Ruin" is a short adventure for 7th-level characters. This adventure is set in the Chaos Scar and refers to events from the superadventure *Madness at Gardmore Abbey*™, but you can easily place it in another setting or run it without that resource. If the characters have already experienced Andrew Schneider's adventure "Scarred for Life" (*Dungeon* 192), or if you plan to run that adventure before this one, you can make use of the connections involving the dragon Maluriath and the *Deck of Many Things*.

Background

The red dragon Maluriath was once a vain creature who spent as much time lounging atop her treasure hoard as most dragons devote to gathering followers and scheming. When she chose to expand her hoard by raiding settlements, she worked in concert with her brother, Mekkalath, who was more concerned with finding a proper lair and amassing a cadre of suitably subservient underlings.

Their concerted efforts reaped considerable rewards, but eventually Mekkalath did bring some followers to his side, and then he grew tired of dividing the spoils of their raids with his sister. He schemed to attack the ruins of Gardmore Abbey, a place rife with forgotten treasures as well as potential henchmen, and brought Maluriath along without telling her the full extent of his plans. When he subjugated the creatures there, Mekkalath revealed to his sister that the abbey was his new lair and that he now intended to conduct his affairs without her.

Maluriath did not react immediately, realizing that it would be foolish to challenge her brother directly while his newly acquired followers surrounded him. She decided to use stealthier tactics to try to undermine his domain. She combed the abbey for the relic that the lost paladins had once hoped to contain: the *Deck of Many Things*. Worried that one of her brother's cronies might discover her, she drew hastily upon the deck's powers but failed to gain the help she wanted. As the deck overpowered Maluriath with chaotic energy, her betrayal became apparent to her brother, turning him against her and causing him to send forces to secure her hoard. She also came to

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the attention of a notoriously spiteful corruptor of the Nine Hells, who twisted her body into a wretched and vile form. Maluriath is unsure how she came to the devil's attention, but chaotic forces from the *Deck of Many Things* now combine with the devil's curse to wrack her with constant pain.

Ashamed of her new form and barely sane due to the painful energy overwhelming her, Maluriath fled her brother's domain and, in time, sought out the Chaos Scar, a place whose corruption called to her. She intended to make her lair in the forgotten depths of a dormant volcano by ousting the ogres that occupied the caves in the area. The ugly creatures suited her temperament, however, so she cowed them into servitude instead and used several of them as a repository for some of the energy that pained her greatly.

In her attempts to break the devil's curse of corruption, Maluriath thought the solution could be found in the creation of special arcane mirrors, but she had no success. When she placed a test subject near one of the mirrors, she hoped the mirror would give off a twisted reflection of the creature's actual appearance. Then she would turn the reflection into truth, causing the creature to take on some of the cursed energy inside her. Instead, no matter how many mirrors she tried, her test subjects kept morphing into hideous aberrations, but without any change in her own condition.

After failure upon failure, Maluriath changed the direction of her research. Instead of attempting to return to what she once was, she decided to visit the same twisted changes she had experienced upon the world around her to create a warped domain for herself.

Synopsis

Maluriath's research into breaking her curse led to the creation of what she dubbed dark mirrors. Employing the labor of her ogres, she unearthed obsidian deposits throughout her caverns. She polished each into what she hoped would be the right form, then imbued each with energy the Chaos Scar influenced. Her haste and impatience in crafting the mirrors, however, caused mistake after mistake. Her mirrors kept reflecting her warped nature back into the world and transforming any creature touched by that essence. She tested the mirrors on whatever unfortunate travelers her ogres could capture, which produced the numerous foulspawn that now serve her as lackeys.

The walls of her caves have polished obsidian surfaces that create a veritable hall of mirrors, which she uses to spy on her servants (and intruders). These earlier dark mirrors steadily lost their energy, and Maluriath abandoned them. The Chaos Scar sustains their remaining trickles of magic while the dragon works on her final mirror in the depths of her lair.

When the adventurers arrive, Maluriath is beginning the final stages of her ritual. The heroes can catch glimpses of the dragon's twisted form in the mirrors, since the image is reflected from one mirror to the next all the way through the complex of caverns. After defeating the ogres and the foulspawn, the adventurers can survey the earlier mirrors and see not only that the mirrors are flawed, but that they are also reflecting the dragon's corruption upon the world, slowly altering the cavern. A closer look at the fallen foulspawn also reveals what might be in store for living creatures exposed to the mirrors' power.

As the adventurers progress, Maluriath remains aware of their whereabouts by using the mirrors to monitor them. As she continues her ritual, she rallies her remaining defenders as the characters come ever closer to her lair. Characters can hear her chanting and barking orders to her ogres throughout their advance, and depending on how you prefer to narrate the adventure, characters who are knowledgeable about rituals might realize that the magical working is nearing completion. Even as the characters battle the warped dragon in the final encounter, her reflection continues to perform the ritual. Stopping the ritual is the party's ultimate goal.

Involving the Characters

You have a choice when it comes to involving the characters with Maluriath's scheme, and depending on adventures they might have participated in previously, you can sow adventure seeds in a variety of places. Although "Reflections of Ruin" is placed in the Chaos Scar and assumes the adventurers are based out of Restwell Keep (see *Dungeon* 176), you can adapt this adventure to any campaign setting with a minimal amount of work. If you are running or intend to run the superadventure *Madness at Gardmore Abbey*, refer to the "Gardmore Abbey and the *Deck of Many Things*" sidebar for additional hooks.

Hook: A Rogue's Find

Thanks to the efforts of a treasure-hunting rogue, Citirian of the Saruun Guildhouse is in possession of a polished fragment of obsidian that casts eerie reflections. Citirian is curious about the obsidian's origin (the rogue told him it came from a cave deep within the Chaos Scar) and is willing to pay for similar objects.

Hook: Ill Omens

Chendera of the temple of Avandra has seen ill omens and senses that world-changing corruption is building within the Chaos Scar. She hopes that a band of adventurers can succeed in investigating and destroying this evil before Lord Drysdale conscripts people and marches into the valley *en masse*.

GARDMORE ABBEY AND THE DECK OF MANY THINGS

Maluriath's brother, Mekkalath, appears in the superadventure *Madness at Gardmore Abbey*. If the adventurers have encountered Mekkalath, highlight the stark contrast between his methodical plotting to expand his domain sensibly and his corrupted sister's impulsive and chaotic efforts.

You could set it up it so that Maluriath escaped the abbey in possession of a card from the *Deck of Many Things*. Although she despises the deck more than anything (except perhaps the corruption devil that cursed her), her greed won't allow her to part with something that has so much potential power. In fact, if she hadn't become obsessed with her attempt to remove the curse, the deck would have become her primary interest. If you use this option, place clues that point to her escape from the abbey, perhaps indicate where the heroes should have found the card she has, and place the card in Maluriath's treasure trove.

Hook: Fool the Ogre

If the adventurers battled or met Fool the ogre from the adventure "Scarred for Life," he might entreat their aid in freeing his former tribe from the dragon's enslavement. He asks the characters to fight past his kin, sparing as many as possible, to defeat Maluriath. Fool promises to lead the tribe away from human settlements, but it is up to you whether the cunning ogre makes good on his word.

Maluriath's Ogres

Each ogre the characters come up against in this adventure has a special power associated with a card from the *Deck of Many Things* and a unique name that is the same as the card's. Be sure to become familiar with the roleplaying aspects of each ogre, as well as the special powers, before you run an encounter.

In naming the ogres after the cards and branding her minions with images of the deck, Maluriath unknowingly imbued part of the artifact's chaotic powers upon them. (Such was the case with Fool, who became a wild card in his tribe and escaped.) As the adventurers battle the ogres, intimations of the powers of the *Deck of Many Things* become noticeable. The ogres have little understanding of why this power manifests.

Beyond the ogres' special powers, the chaotic spark that has touched them has also altered their original view of the world. An unexpected cunning enhances the brutal essence of many, and others have more radical changes. Adventurers might parlay in an attempt to win over some of their foes, since Maluriath has not been a kind taskmaster. If they do so, the ogres might back down from a fight, but they are unwilling to face Maluriath in her lair (Encounter 4).

For the purpose of characters getting information from the ogres, through voluntary means or otherwise, use the description of the particular ogre as a starting point for roleplaying the interaction. In addition to giving a basic description of the cavern system's layout, an ogre can provide one or more of the following clues about the dragon and her lair.

- A devil cursed Maluriath after she used forbidden magic, and the dragon has been seeking to undo the curse ever since.
- Maluriath made the ogres excavate the stone from around the cave's obsidian deposits in an effort to make dark mirrors. The ogres have no idea what the dark mirrors are for.
- The dragon wasted perfectly good meals (wildlife, goblins, and stray travelers) by putting them in front of her mirrors and turning them into "uglies," which is the ogres' term for foulspawn.
- The ogres finished their mining and polishing efforts on a very big mirror three days ago. Maluriath has been preoccupied in front of that mirror ever since then, but she murmurs about "making the valley mine."

Encounter 1: Dumb and Ugly

Encounter Level 7 (1,525 XP)

Setup

4 ogres: Flames (F), Idiot (I), Talons (T), Void (V)
7 foulspawn wretches (W)

When the adventurers reach the cave mouth (on the far eastern edge of the map), they hear Maluriath's ritual chanting and ogres bickering over food. If the party attempts a stealthy approach, the characters must succeed on a DC 23 group Stealth check. If more than half the characters fail their checks, the dragon notices the heroes, and she bellows a warning. Otherwise, she begins shouting after characters engage the ogres in combat or conversation.

When the heroes enter the cave, read:
The air within the cave is filled with smoke and the odor of burned meat. Rough stone walls enclose a spacious cavern illuminated by a cook fire tended by a ruddy-skinned ogre, who is completely enthralled by the crackling flames. Nearby, three more ogres argue over a badly scorched chunk of meat.

Farther inside, smooth black surfaces of polished obsidian reflect warped images of the fire and ogres, as well as something from deeper within the cave. A strange, clawed limb and a portion of a large, toothy maw are apparent, but a complete image of the creature or creatures never forms. Walls and floors around these obsidian mirrors have a peculiar, scaly pattern. The stone heaves rhythmically, in time with a gurgling chant.

Misshapen humanoids skulk in the shadows.

4 Ogres	**Level 6 Brute**
Large natural humanoid (giant)	XP 250 each
HP 90; **Bloodied** 45	**Initiative** +5
AC 18, **Fortitude** 20, **Reflex** 17, **Will** 16	**Perception** +3
Speed 8	
Standard Actions	
⊕ **Greatclub** (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d10 + 6 damage.	
⚳ **Rock** (weapon) ✦ **At-Will**	
Attack: Ranged 10 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage.	
⸸ **Grand Slam** (weapon) ✦ **Encounter**	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 4d10 + 4 damage, and the ogre pushes the target up to 2 squares and knocks it prone.	
Miss: Half damage, and the target falls prone.	
Str 21 (+8) **Dex** 14 (+5) **Wis** 11 (+3)	
Con 20 (+8) **Int** 4 (+0) **Cha** 6 (+1)	
Alignment chaotic evil **Languages** Giant	
Equipment greatclub, 4 rocks	

When Maluriath notices the characters, read:
A gurgling voice emanates from the cavern's walls. "What twist of fate brought you to despoil my triumph? The deck? The devil? It matters not. This time I shall succeed, and the creatures in this valley will learn to adore their new queen, Maluriath!"

A pair of milky white eyes flickers within several of the mirrors. Other mirrors provide glimpses of braziers etched with arcane markings and burning with multihued flames. "Talons, Void, Flames—I have no further need of test subjects, so slay them all. Idiot—close the gate! I want no interruptions!"

Three ogres turn their gap-toothed grins toward you as they heft their clubs. Another, holding an axe, stares slack-jawed at a rope that leads to two wooden portcullises at either end of the cavern. Strange, ghostly images flicker around their rough, filthy hides.

Give the heroes a moment to interact with Maluriath. She harangues and taunts the adventurers before returning to her ritual. The adventurers might periodically catch a glimpse of part of the dragon's strange shape in a mirror. Enhance the mystery of what they are facing rather than reveal what Maluriath is.

Call attention to the brands and the strange effects surrounding the ogres. The brutes are also communicative, displaying cunning and personality, so take the opportunity to roleplay.

7 Foulspawn Wretches	**Level 7 Minion Skirmisher**
Small aberrant humanoid	XP 75 each
HP 1; a missed attack never damages a minion.	**Initiative** +10
AC 21, **Fortitude** 19, **Reflex** 20, **Will** 19	**Perception** +5
Speed 6, teleport 2	Low-light vision
Traits	
Ceaseless Murmurs	
Any enemy adjacent to two or more foulspawn wretches takes a -2 penalty to Will.	
Standard Actions	
⊕ **Claw** ✦ **At-Will**	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage, and a foulspawn wretch ally within 6 squares can teleport to a square adjacent to the target.	
Triggered Actions	
Screaming Echo (teleportation)	
Trigger: The wretch drops to 0 hit points.	
Effect (Immediate Interrupt): The wretch teleports a non-minion ally within 6 squares of itself to the square the wretch occupies.	
Str 14 (+5) **Dex** 20 (+8) **Wis** 14 (+5)	
Con 16 (+6) **Int** 16 (+6) **Cha** 17 (+6)	
Alignment evil **Languages** Deep Speech, telepathy 10	

Special Powers

The ogres in this encounter are named Flames, Idiot, Talons, and Void. Each one's personality and special power is described below. Each of these special powers requires a standard action to use.

Flames: As his name suggests, Flames has an obsessive fascination with fire, and he is responsible for maintaining the cooking fire in this room. The flames that billow forth enthrall him, although

anyone who can manipulate fire attracts his interest. Flames can add more fire to the mix by calling up a circle of flame to scorch everyone nearby.

Flames (fire) ✦ **Recharge** when Flames first takes fire damage
Attack: Close burst 1 (creatures in the burst); +9 vs. Reflex
Hit: 2d6 + 6 fire damage, and ongoing 5 fire damage (save ends).

Idiot: Although many of the other ogres under Maluriath's sway have an unusual clarity of thought, Idiot lives up to his name. He is easily manipulated and duped. If Idiot realizes that someone has played a trick on him, however, he erupts into a rage. In combat, this rage flows through him to his weapon in red waves of light, allowing him to befuddle his enemies.

Idiot (weapon) ✦ **Recharge** if Idiot is dazed
Attack: Melee 2 (one creature); +9 vs. Fortitude
Hit: 2d10 + 6 damage, and the target is dazed (save ends).
Miss: Idiot is dazed (save ends).

Talons: Talons relishes theft, cruelty, and bullying. Due to his mean streak, many of his fellow ogres dislike him, but he doesn't care. During combat, he sometimes snatches at a creature with his clawed hands, and gold-limned brown fog engulfs the creature momentarily.

Talons ✦ **Recharge** if Talons is grabbing no target
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d10 + 6 damage, and Talons grabs the target (escape DC 16). Until the grab ends, the target takes a -5 penalty to attack rolls made during another creature's turn.

Void: Occasionally disappearing for hours at a time with no recollection of where he has been, Void is the "strange one" that the other ogres shun. He is highly introspective and has an intense phobia of creatures that teleport or otherwise vanish from where they once stood. As a result, he avoids being near the foulspawn. When in combat, his eyes glow with painfully bright white light, and his intense stare can cause those he faces to scream in anguish.

Void (psychic) ✦ **Recharge** if Void is dazed
Attack: Ranged 5 (one creature); +9 vs. Will
Hit: 2d6 + 6 psychic damage, and the target is removed from play until the end of Void's next turn. When the target returns, it appears in an unoccupied space within 5 squares of its original space and is dazed until the end of its next turn.
Miss: Void is removed from play until the end of his next turn. When he returns, Void appears in an unoccupied space within 5 squares of his original space and is dazed until the end of his next turn.

Tactics

Ogres: Unless the adventurers engage Idiot in combat quickly, he cuts the rope that drops the portcullises in place. Flames remains close to the cooking fire and takes any opportunity to push foes into it. Talons closes with the heroes and tries to maneuver them to the ledge, grabbing them before trying to toss them down to the cavern floor. Void steers clear of the wretches as he fights, using his special power on any character who deals him a lot of damage.

Foulspawn: These wretches swarm the characters, trying to attack those who avoid melee.

Features of the Area

Illumination: Bright light from the fire. If the fire is extinguished, daylight spilling through the cave entrance provides dim light.

Cooking Fire: This fire is difficult terrain. Any creature that enters the fire or starts its turn there takes 10 fire damage. A creature can take this damage only once per turn.

Dark Mirrors: The warped ground adjacent to the mirrors resembles dragon scales that can move underfoot. This ground is difficult terrain. A non-aberrant creature that starts its turn adjacent to a dark mirror takes 5 psychic damage. Attacks can shatter a mirror (AC 5, Reflex 5, Fortitude 10; hp 20), negating its effects.

Ledge: It is a 10-foot drop from this ledge to the lower cavern floor, and a climb up (Athletics DC 16). Openings from the ledge to the lower floor are gradual downward slopes.

Portcullises: Severing the rope suspending the two portcullises takes a standard action. Each wooden portcullis is difficult to force upward (Athletics DC 23), but up to three characters can assist. A character can also climb up 15 feet to grab the severed rope (Athletics DC 16 to climb the walls). Having

the rope reduces the DC to raise a portcullis to 16, and four characters can assist.

Conclusion

If the characters explore this area, they can learn the following information here. When the heroes proceed west beyond the portcullis, move on to Encounter 2.

Foulspawn Clues: The wretches have nothing of value, but scraps of clothing and minor personal effects are evidence that some were once natural humanoids. You have an opportunity here to make this quest more personal by having one of the wretches be someone the adventurers once knew.

Mirrors: If the adventurers investigate the mirrors, the party begins to sense Maluriath's plan.

Dungeoneering DC 11: The obsidian occurs naturally due to volcanic activity, but it has been carefully shaped and polished.

Arcana DC 11 (Detect Magic): A mirror can channel eldritch energy into the surrounding area. These mirrors are reflecting energy so that it alters the terrain.

Arcana DC 16 (Detect Magic): A mirror more carefully crafted than the ones here might have the power to warp natural humanoids into foulspawn.

Ogre Brands: Each ogre's brand is unique, and a student of magic or an adventurer familiar with games might recognize the symbols of the *Deck of Many Things* (Arcana or Streetwise DC 16).

Treasure: Talons has a ruby (500 gp) and two gold hoop earrings (50 gp each).

Encounter 2: Perilous Passages

Encounter Level 7 (1,625 XP)

Setup

3 ogres: Balance (B), Donjon (D), Euryale (E)
1 foulspawn mangler (M)
7 foulspawn wretches (W)

Three of Maluriath's ogres stand ready to assail the party as it emerges from the tunnel on the east edge of the map. Donjon stands directly ahead of the characters in plain view.

Three of the seven wretches indicated above might appear during the fight—see the dark mirrors in "Features of the Area." The other four are on the battlefield when the encounter begins.

As the heroes approach, read:

The wide passage descends steeply. Although the caverns obviously formed naturally, scattered rubbish is a telltale sign of the presence of ogres. Rough-hewn ceiling timbers span erected intermittently throughout the chamber help to support the walls and the roof. Phosphorescent lichen clings to these beams and provides enough illumination to dimly light the area.

In the wider corridor to your left, an ogre stands half-slumped against the wall, his chest rising and falling slowly. A snort erupts from his nose as he shifts his bulk slightly, but he does not appear to be fully awake.

If the characters are suspicious, allow a DC 16 Insight check to spot Donjon's eyes twitching as he hides the fact that he's watching the characters. Donjon sticks to his "asleep at his post" ruse unless he comes under attack, because he hopes to lure as many adventurers as he can into a cave-in.

3 Ogres — **Level 6 Brute**
Large natural humanoid (giant) — XP 250 each

HP 90; **Bloodied** 45 — **Initiative** +5
AC 18, **Fortitude** 20, **Reflex** 17, **Will** 16 — **Perception** +3
Speed 8

Standard Actions

⊕ **Greatclub** (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 2d10 + 6 damage.

Rock (weapon) ✦ **At-Will**
Attack: Ranged 10 (one creature); +11 vs. AC
Hit: 2d6 + 5 damage.

Grand Slam (weapon) ✦ **Encounter**
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 4d10 + 4 damage, and the ogre pushes the target up to 2 squares and knocks it prone.
Miss: Half damage, and the target falls prone.

Str 21 (+8) **Dex** 14 (+5) **Wis** 11 (+3)
Con 20 (+8) **Int** 4 (+0) **Cha** 6 (+1)

Alignment chaotic evil **Languages** Giant
Equipment greatclub, 4 rocks

7 Foulspawn Wretches — **Level 7 Minion Skirmisher**
Small aberrant humanoid — XP 75 each

HP 1; a missed attack never damages a minion. **Initiative** +10
AC 21, **Fortitude** 19, **Reflex** 20, **Will** 19 — **Perception** +5
Speed 6, teleport 2 — Low-light vision

Traits

Ceaseless Murmurs
Any enemy adjacent to two or more foulspawn wretches takes a -2 penalty to Will.

Standard Actions

⊕ **Claw** ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage, and a foulspawn wretch ally within 6 squares can teleport to a square adjacent to the target.

Triggered Actions

Screaming Echo (teleportation)
Trigger: The wretch drops to 0 hit points.
Effect (Immediate Interrupt): The wretch teleports a non-minion ally within 6 squares of itself to the square the wretch occupies.

Str 14 (+5) **Dex** 20 (+8) **Wis** 14 (+5)
Con 16 (+6) **Int** 16 (+6) **Cha** 17 (+6)

Alignment evil **Languages** Deep Speech, telepathy 10

Foulspawn Mangler	**Level 8 Skirmisher**
Medium aberrant humanoid	XP 350

HP 86; **Bloodied** 43 — **Initiative** +9
AC 22 (24 while bloodied), **Fortitude** 19, **Reflex** 20 (22 while bloodied), **Will** 19 — **Perception** +7, Low-light vision
Speed 7 (9 while bloodied)

Traits

Combat Advantage
The mangler deals 2d6 extra damage against any creature granting combat advantage to it.

Mangler's Mobility
The mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.

Standard Actions

⊕ **Dagger** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d4 + 7 damage.

Thrown Daggers (weapon) ✦ **At-Will**
Attack: Ranged 5 (one or two creatures); +13 vs. AC
Hit: 2d4 + 4 damage.

Dagger Dance ✦ **Recharge** when first bloodied
Effect: The mangler uses *dagger* four times and can shift 1 square after each attack.

Skills Athletics +10, Stealth +12

Str 13 (+5)	**Dex** 17 (+7)	**Wis** 6 (+2)
Con 14 (+6)	**Int** 10 (+4)	**Cha** 14 (+6)

Alignment evil — **Languages** Deep Speech, telepathy 10
Equipment 8 daggers

Special Powers

The ogres in this encounter are named Balance, Donjon, and Euryale. Each one's personality and special power is described below. Each of these special powers requires a standard action to use.

Balance: A peculiar ogre with a moody temperament, Balance switches sides in arguments and manipulates others without thinking twice. A silver mist sometimes wraps around him and a foe when they're in combat, making the foe's thought processes hazy and subject to Balance's influence.

Balance (psychic, weapon) ✦ **Recharge** if the power misses
Attack: Ranged 5 (one creature); +9 vs. Will
Hit: 2d10 + 6 psychic damage, and the target is dominated until the end of Balance's next turn.
Aftereffect: Balance is dominated by the target until the end of Balance's next turn.

Donjon: This ogre feels a strange bond with Maluriath's dark mirrors. He is the only ogre remotely interested in the dragon's efforts, although he doesn't understand the ritual. He protects the mirrors in this area ferociously. When he uses his special power, his eyes and a nearby mirror glow blue. The target appears to be shackled to the floor, but no shackles are apparent in the world.

Donjon (psychic) ✦ **Recharge** if the power misses
Attack: Ranged 5 (one creature); +9 vs. Will
Hit: 2d8 + 8 psychic damage, and the target is restrained until the end of Donjon's next turn.

Euryale: Accidents and bad luck surround Euryale at every turn, but often these tragedies are visited upon others. At times, he is deeply apologetic for these turns of fate and can verge on pitiable. If he has a chance to shed this bad luck on a foe, he does so in a wave of darkness that sparkles with green glyphs.

Euryale (psychic) ✦ **Recharge** if the power misses
Attack: Ranged 5 (one creature); +9 vs. Will
Hit: 2d10 + 8 psychic damage, and the target takes a -2 penalty to ability checks, skill checks, and saving throws (save ends).

Tactics

The sound of the cave-in signals the other monsters in this area to be ready for intruders.

Foulspawn: Wretches use their teleportation to prevent adventurers from falling back. The mangler moves around the fight to gain combat advantage. It favors attacking characters who damage it.

Ogres: Donjon delays until he can catch a few enemies in the cave-in—see the "Development" section. Then he uses his *donjon* power. Balance and Euryale prefer to open with their ranged special powers, each ogre targeting a different foe. After these opening attacks, the ogres engage attempt to block the characters' progress, bottlenecking them in narrow passages if possible.

Development

At his first opportunity, Donjon uses the following terrain power. A marked area on the map indicates the area he prefers to target with this attack.

Donjon's Cave-In	**Single-Use Terrain**

Standard Action

Cave-In ✦ **Encounter**
Attack: Close blast 3 (creatures in the blast); +10 vs. Reflex
Hit: 2d8 + 5 damage, and the target is immobilized (save ends).
Miss: Half damage, and Donjon slides the target up to 2 squares to a square adjacent to the blast's area.
Effect: The area becomes difficult terrain.

Features of the Area

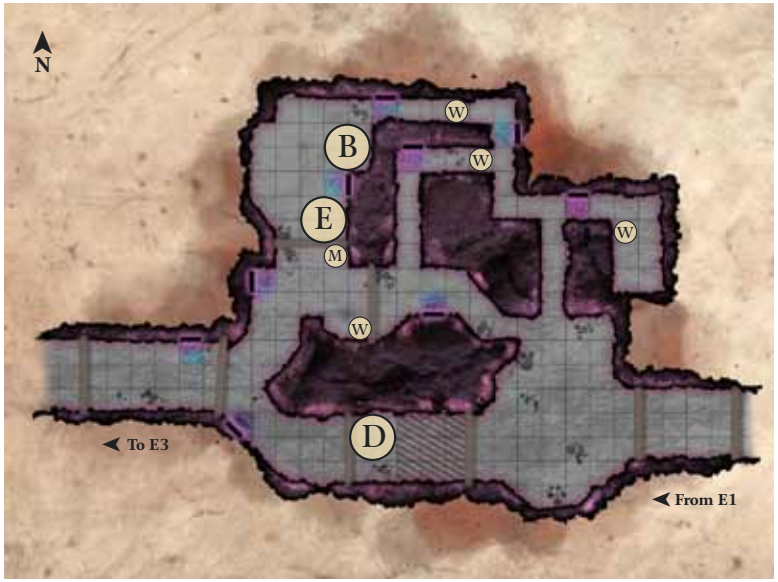
Illumination: Glowing lichen provides dim light.

Dark Mirrors: The warped ground adjacent to the mirrors resembles dragon scales that can move underfoot. This ground is difficult terrain. A non-aberrant creature that starts its turn adjacent to a dark mirror takes 5 psychic damage. Attacks can shatter a mirror (AC 5, Reflex 5, Fortitude 10; hp 20), negating its effects.

Wretch Spawn: The first three times any character ends his or her turn adjacent to a dark mirror, that mirror spawns a foulspawn wretch that resembles the character in an unoccupied square adjacent to the character or in the nearest unoccupied square. Each mirror can spawn only one such wretch.

Support Beams: An ogre must squeeze whenever its space contains one of these low-hanging structures.

Rubble: This debris is difficult terrain.



Conclusion

If the characters explore this area, they can learn the following information here. When the heroes proceed into the west corridor, move on to Encounter 3.

Dark Mirrors: The adventurers can learn information similar to that revealed in the first encounter. In addition, they can discover the following additional details.

Perception DC 16: The character discerns a distorted image of Maluriath performing her ritual. Success allows the Arcana check below.

Arcana DC 16: Maluriath is creating another dark mirror similar to those in this area. This new mirror could create an effect that twists the landscape for miles around the caves.

Foulspawn Clues: Any wretch that emerged from a mirror has a twisted similarity to the adventurer who spawned it. Especially if the characters succeeded on the Arcana check above, play up the horrible potential of the mirrors' effect being unleashed on the countryside.

Encounter 3: On the Right Track

Encounter Level 8 (1,775 XP)

Setup

3 ogres: Rogue (R), Ruin (U), Skull (S)
1 foulspawn mockery (M)
7 foulspawn wretches (W)

The corridor west from Encounter 2 leads deeper into the old volcanic passages. After a time, the adventurers emerge in the ogres' quarters. This large chamber also contains piles of the stone that the ogres mined from the area in Encounter 4.

Three of the seven wretches indicated above might appear during the fight—see the dark mirrors in "Features of the Area." The other four are on the battlefield when the encounter begins.

As the heroes arrive, read:

The tunnel ahead widens into a torchlit cavern. Heaps of broken stone rise toward the ceiling, and a crude mine cart sits on a track leading off to the south. Hunkered behind a few of the haphazard piles, three ogres snarl in anticipation. A handful of smaller warped humanoids skulk about.

Although more dark mirrors are here, the fearsome voice of the creature spied in the mirrors emerges not only from their distorted surfaces but also from the southern corridor, rising in pitch and fervor and punctuated by blasts of multihued light. The cavern floor to the north exhibits the same twisting corruption present near some of the mirrors in the room.

As the battle rages, Maluriath's ritual begins to draw to its close, and ominous tremors are felt in the direction of her lair.

3 Ogres — **Level 6 Brute**
Large natural humanoid (giant) — XP 250 each

HP 90; **Bloodied** 45 — **Initiative** +5
AC 18, **Fortitude** 20, **Reflex** 17, **Will** 16 — **Perception** +3
Speed 8

Standard Actions

Greatclub (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 2d10 + 6 damage.

Rock (weapon) ✦ **At-Will**
Attack: Ranged 10 (one creature); +11 vs. AC
Hit: 2d6 + 5 damage.

Grand Slam (weapon) ✦ **Encounter**
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 4d10 + 4 damage, and the ogre pushes the target up to 2 squares and knocks it prone.
Miss: Half damage, and the target falls prone.

Str 21 (+8) **Dex** 14 (+5) **Wis** 11 (+3)
Con 20 (+8) **Int** 4 (+0) **Cha** 6 (+1)
Alignment chaotic evil **Languages** Giant
Equipment greatclub, 4 rocks

7 Foulspawn Wretches — **Level 7 Minion Skirmisher**
Small aberrant humanoid — XP 75 each

HP 1; a missed attack never damages a minion. **Initiative** +10
AC 21, **Fortitude** 19, **Reflex** 20, **Will** 19 — **Perception** +5
Speed 6, teleport 2 — Low-light vision

Traits

Ceaseless Murmurs
Any enemy adjacent to two or more foulspawn wretches takes a -2 penalty to Will.

Standard Actions

Claw ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage, and a foulspawn wretch ally within 6 squares can teleport to a square adjacent to the target.

Triggered Actions

Screaming Echo (teleportation)
Trigger: The wretch drops to 0 hit points.
Effect (Immediate Interrupt): The wretch teleports a non-minion ally within 6 squares of itself to the square the wretch occupies.

Str 14 (+5) **Dex** 20 (+8) **Wis** 14 (+5)
Con 16 (+6) **Int** 16 (+6) **Cha** 17 (+6)
Alignment evil **Languages** Deep Speech, telepathy 10

Foulspawn Mockery — **Level 10 Controller**
Medium aberrant humanoid — XP 500

HP 104; **Bloodied** 52 — **Initiative** +8
AC 24, **Fortitude** 19, **Reflex** 22, **Will** 20 — **Perception** +9
Speed 6, teleport 3 — Low-light vision

Standard Actions

Bite ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 3d6 + 6 damage.

Mind Harrier (psychic) ✦ **At-Will**
Attack: Ranged 5 (one creature); +13 vs. Will
Hit: 2d6 + 6 psychic damage. At the end of the target's next turn, if it is not adjacent to any of its allies, it takes 10 psychic damage and ongoing 10 psychic damage (save ends).

Maddening Burst (psychic) ✦ **Recharge** ⚁ ⚂
Attack: Area burst 1 within 10 (enemies in the burst); +13 vs. Will
Hit: 2d6 + 6 psychic damage, and the target is dazed (save ends).

Str 18 (+9) **Dex** 17 (+8) **Wis** 18 (+9)
Con 16 (+8) **Int** 15 (+7) **Cha** 21 (+10)
Alignment evil **Languages** Deep Speech, telepathy 10

4 Wraith Figments — **Level 6 Minion Skirmisher**
Medium shadow humanoid (undead) — XP 63 each

HP 1; a missed attack never damages a minion. **Initiative** +7
AC 18, **Fortitude** 16, **Reflex** 20, **Will** 17 — **Perception** +2
Immune disease, poison; **Resist** 10 necrotic — Darkvision
Speed fly 6 (hover); phasing

Standard Actions

Shadow Caress (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. Reflex
Hit: 7 necrotic damage, and the target is slowed until the end of the wraith's next turn.

Move Actions

Shadow Glide ✦ **Encounter**
Effect: The wraith figment shifts up to 6 squares.

Skills Stealth +10
Str 3 (-2) **Dex** 17 (+5) **Wis** 10 (+2)
Con 13 (+3) **Int** 4 (-1) **Cha** 15 (+4)
Alignment chaotic evil **Languages** –

Special Powers

The ogres in this encounter are named Rogue, Ruin, and Skull. Each one's personality and special power is described below. Each of these special powers is either a triggered action or requires a standard action to use.

Rogue: Rogue enjoys sowing discord, and he frequently places stolen items in the packs and bedding of others. In combat, Rogue tries to see if he can cause a foe to attack another of his enemies by mistake. When that happens, the air around Rogue glimmers briefly with red motes of light. He succeeds often enough to keep him looking forward to the next fight.

Rogue ✦ **Encounter**
Trigger: A melee or a ranged attack hits Rogue.
Effect (Immediate Interrupt): The triggering attack instead hits a creature of Rogue's choice adjacent to him. Rogue can shift 1 square into the new target's space, sliding the new target up to 2 squares to a square he left.

Ruin: Even though he revels in destruction, Ruin struggles not to smash everything within reach when he attacks, including Maluriath's mirrors. He has caused unintentional damage before. In combat, a single blow from him can reverberate in his foe's bones, creating a momentary burst of purple light around his target. That creature's ability to withstand future attacks diminishes for a time.

Ruin (weapon) ✦ **Recharge** if the power misses
Attack: Melee 2 (one creature); +9 vs. Fortitude
Hit: 2d10 + 6 damage.
Effect: The target gains vulnerable 5 to all damage until the end of Ruin's next turn.

Skull: Brooding and morbid, Skull is remarkably pale for an ogre and has a single-minded fascination with death. His belongings are littered with skulls, bones, and the carcasses of dead wildlife. As

he moves in combat, he leaves smaller, ghostly after-images behind. These images persist after he dies.

Skull ✦ Encounter
Trigger: Skull dies.
Effect (No Action): Four wraith figments appear, each in a square in Skull's space. These wraiths act on Skull's turn.

Tactics

Foulspawn: The mockery moves to keep melee-combatant allies between it and the characters. Wretches focus on keeping the mockery safe.

Ogres: These brutes' primary aim is to block progress into the dragon's lair. Ruin and Skull prefer direct melee combat, and Ruin uses his special power at the first opportunity. Rogue moves from rubble pile to rubble pile (see "Features of the Area"), toppling them on enemies with little concern for his allies. If Skull is slain and the wraiths appear, the other ogres take it as an ill omen and might be open to negotiating.

Features of the Area

Illumination: Torches provide bright light.

Bedding: These two heaps of debris, cloth, skins, and other filth are normal terrain.

Cart: This crude wheeled vehicle can provide cover. A creature can use a move action and a successful Athletics check to shove the cart down the tracks (DC 11 to move it up to half the pusher's speed, DC 16 to move it up to the pusher's speed). The pusher does not have to advance with the cart.

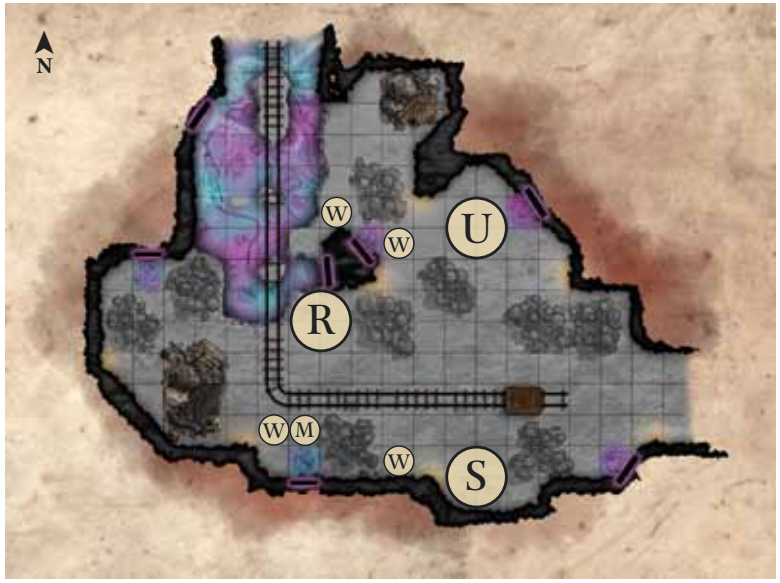
Getting into the cart is like entering difficult terrain. A single Medium or Small creature can fit easily into the cart. A Large creature must squeeze to get in, as must a second Small or Medium creature. The cart can hold up to two Small or Medium creatures, or one Large creature.

Tracks: These rails lead to Maluriath's lair. The tracks are normal terrain despite passing over difficult terrain.

Dark Mirrors: The warped ground adjacent to the mirrors resembles dragon scales that can move underfoot. This ground is difficult terrain. A non-aberrant creature that starts its turn adjacent to a dark mirror takes 5 psychic damage. Attacks can shatter a mirror (AC 5, Reflex 5, Fortitude 10; hp 20), negating its effects.

Wretch Spawn: The first three times any character ends his or her turn adjacent to a dark mirror, that mirror spawns a foulspawn wretch that resembles the character in an unoccupied square adjacent to the character or in the nearest unoccupied square. Each mirror can spawn only one such wretch.

Special Mirror: The dark mirror in the northwest wall of this chamber is especially potent, since it's the closest one to Maluriath's lair. As shown on the map, the area for several squares around this dark mirror is difficult terrain.



Rubble Piles: These piles are difficult terrain tall enough to provide cover. Each pile can be toppled by a creature that uses the following terrain power.

Rubble Topple — **Single-Use Terrain**
Standard Action
✧ Rubble Topple ✦ Encounter
Requirement: You must be adjacent to the rubble and succeed on a DC 16 Athletics check.
Attack: Close burst 1 centered on a square in the pile (creatures in the burst); +10 vs. Reflex
Hit: 2d6 + 4 damage, and the target falls prone.
Miss: Half damage, and the target is pushed 1 square.
Effect: The area becomes difficult terrain.

Conclusion

If the characters explore this area, they might find treasure here. When the heroes proceed north, move on to Encounter 4.

Treasure: Hidden in the bedding are items that Rogue stole from Maluriath's hoard: a topaz (500 gp), a gold ring set with garnets (250 gp), and 240 gp.

Encounter 4: Mirror, Mirror on the Wall

Encounter Level 10 (2,500 XP)

Setup

Maluriath, Cursed Red Dragon (M)

Maluriath's ritual is drawing to a close.

When the heroes interrupt Maluriath, read:
The cavern broadens and deepens. Across the chamber from where you entered, an entire wall of obsidian stands exposed and polished. The stone floor has been twisted into a semblance of scaled skin and protruding bone. The flames in three large braziers flicker in time with the chants of the twisted draconic creature before the enormous dark mirror.

Flesh on the creature's fanged maw is pulled back to expose the jawbones. Ribs stick out from the dragon's belly, producing gaping rents in its torso that spill gouts of flame onto the scorched floor. Where once the creature had wings, it now has two clawlike appendages.

As it pauses to scan the room with dead, milky eyes, the creature speaks in a hideous gurgle. "Yes, come closer. Share my pain."

In the mirror, the dragon's image continues to perform the ritual, filling the air with chants as the braziers flare with elemental energy. In response, the mirror glows. The air is painfully charged, foretelling the release of immense magical power.

Maluriath **Level 10 Solo Brute**
Large natural magical beast (dragon) **XP 2,500**

HP 520; **Bloodied** 260 **Initiative** +8
AC 22, **Fortitude** 24, **Reflex** 21, **Will** 22 **Perception** +12
Speed 6 Darkvision
Saving Throws +5; **Action Points** 2

Traits

Action Recovery
Whenever Maluriath ends her turn, any dazing, stunning, or dominating effect on her ends.

Instinctive Assault
On an initiative of 10 + her initiative check, Maluriath can use a free action to use *bite* or *claw*. If Maluriath cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Maluriath making the attack.

Roiling Chaos
At the start of each of Maluriath's turns, roll a d6 to determine a damage type: 1-2, fire; 3, acid; 4-5, cold; 6, lightning. Substitute that damage type for the word "typed" in Maluriath's powers until the start of Maluriath's next turn.

Standard Actions

Bite (varies) ✦ **At-Will**
Attack: Melee 2 (one creature); +15 vs. AC
Hit: 2d12 + 6 damage. The target is grabbed and takes ongoing 5 typed damage, or ongoing 10 typed damage if Maluriath is bloodied, until the grab ends (escape DC 18).

Claw ✦ **At-Will**
Attack: Melee 2 (one or two creatures); +15 vs. AC. If Maluriath targets only one creature, she can make this attack twice against that creature.
Hit: 2d10 + 11 damage, and Maluriath knocks the target prone.

Breath Weapon (varies) ✦ **Recharge** ⚄ ⚅
Attack: Close blast 5 (creatures in the blast); +13 vs. Reflex
Hit: 2d12 + 10 typed damage, or 2d12 + 18 typed damage if Maluriath is bloodied.
Miss: Half damage.

Triggered Actions

Pained Frenzy ✦ **At-Will**
Trigger: A melee attack damages Maluriath.
Attack (Immediate Reaction): Close burst 2 (creatures in the burst); +13 vs. Reflex
Hit: 1d10 + 6 damage, and Maluriath pushes the target up to 2 squares.

Bloodied Burst (varies) ✦ **Encounter**
Trigger: Maluriath is first bloodied.
Attack (Free Action): Close burst 2 (creatures in the burst); +13 vs. Fortitude
Hit: 2d12 + 18 typed damage, and Maluriath pushes the target up to 2 squares.
Miss: Half damage.

Skills Arcana +11, Insight +12, Intimidate +14

Str 22 (+11)	**Dex** 17 (+8)	**Wis** 14 (+7)
Con 20 (+10)	**Int** 13 (+6)	**Cha** 18 (+9)

Alignment chaotic evil **Languages** Common, Draconic, Giant

Tactics

Maluriath maneuvers to avoid being pinned down and to maximize her attacks. The dragon concentrates on adventurers who interfere with the ritual. If the party succeeds in halting the ritual, the dragon becomes irrational and enraged. Her madness might manifest as a belief that someone is a thief who has stolen from her. Or she might believe that an adventurer is a servant of the devil who cursed her. In either case, she spouts absurd accusations and redirects her attacks at that character.

The Ritual

While the ritual continues, Maluriath has the following aura.

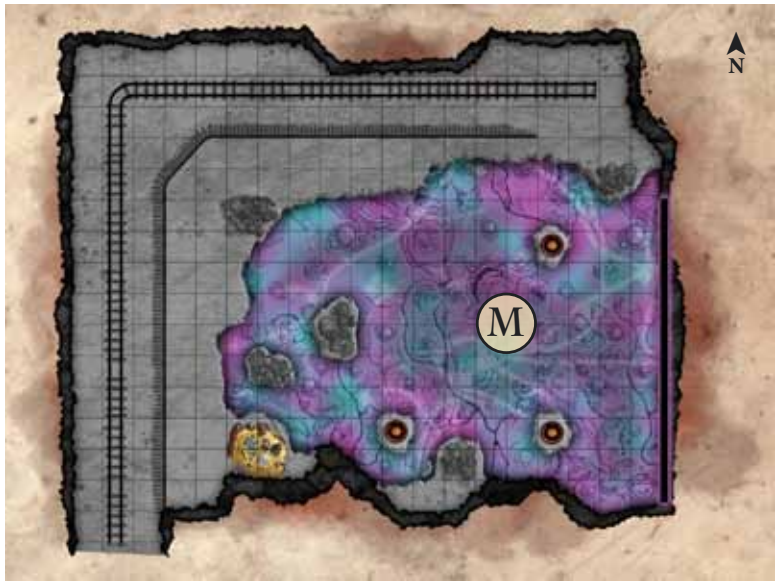
Energy Leak (varies) ✦ **Aura** 3
An enemy that starts its turn in the aura takes 5 typed damage, or 10 typed damage if Maluriath is bloodied.

A character who has training in Arcana, Religion, or Nature, or any character who has the Ritual Caster feat, realizes the aura's source and that the image in the dark mirror is completing the ritual. Integral to the ritual are the braziers, the mirror, and the dragon.

Disrupting the ritual does harm to the dragon, since she is intimately tied into the eldritch energy flowing here. The adventurers have 10 rounds to stop the ritual, possibly using one of the following tactics. Using any skill requires a standard action. These tactics are a guide—you can allow any creative solution you think might work.

Arcana (trained only; DC 16): The character siphons magical energy from the ritual. Success on the check can extinguish one brazier or deal the mirror 2d10 damage, and it deals Maluriath 2d10 psychic damage. A character who fails by 5 or more on this check takes 2d10 psychic damage.

Athletics (DC 16): The character can topple a brazier (see "Features of the Area"). Toppling a brazier also deals Maluriath 2d10 psychic damage. A character who fails by 5 or more on this check takes 2d10 damage of the same type Maluriath currently deals due to her *roiling chaos* trait.



Nature (trained only; DC 16): A character who uses the primal power source can use it in place of Arcana to manipulate the unnatural energy here.

Religion (trained only; DC 16): A character who uses the divine power source can use it in place of Arcana to manipulate the unnatural energy here.

Thievery (DC 16): While adjacent to the dark mirror, the character can exploit weaknesses in the mirror to harm it. Success on this check deals 2d10 damage to the mirror and 2d10 psychic damage to Maluriath. A character who fails by 5 or more on this check takes 2d10 psychic damage.

Ending the Ritual

If the characters successfully mar the mirror and topple all three braziers, the ritual ends violently, and Maluriath takes 3d10 psychic damage. She also loses her *energy leak* aura.

If the characters do not end the ritual, then at the start of Maluriath's turn during the 11th round, the cursed dragon's image completes it. If this happens, Maluriath gains her aura permanently, and each character takes 2d10 psychic damage.

Features of the Area

Illumination: Each brazier produces bright light in a 15-square radius. It's clear to the characters that these are the only source of light in the room. Once the last one is toppled, the area plunges into darkness.

Braziers: These basins are 3 feet high, tall enough to provide cover and prevents creature from being forced into them. They burn with the same chaotic energy that leaks from Maluriath. A creature adjacent to a brazier can extinguish it with a successful DC 16 Arcana check or can use the following terrain power to topple it.

Brazier Topple	**Single-Use Terrain**
Standard Action	
✧ **Brazier Topple** ✦ **Encounter**	
Requirement: You must be adjacent to the brazier and succeed on an Athletics check (DC 16).	
Attack: Close blast 3 (creatures in the blast); +10 vs. Reflex	
Hit: 2d6 + 5 damage of the same type that Maluriath currently deals due to her *roiling chaos* power.	
Miss: Half damage.	
Effect: The brazier is extinguished.	

Dark Mirror Wall: Damage can mar this enormous mirror enough to disrupt its part in the ritual (AC 18, Reflex 17, Fortitude 17; immune to necrotic, poison, psychic, forced movement, all conditions, ongoing damage; 55 hp to disable the mirror as part of the ritual). If a character misses the mirror wall by 5 or more with an attack roll while the ritual is still active, that character takes 2d10 psychic damage.

Deformed Floor: The enormous dark mirror actively warps the environment here. Any diagonal movement on this warped floor is treated as if the mover is entering difficult terrain. Maluriath is immune to this effect, which continues until the dark mirror is completely destroyed (see "Concluding the Adventure").

Ledge: It is a 10-foot climb (Athletics DC 16) from the area that has the tracks to the upper cavern floor. The area at the end of the tracks slopes gently up to the top of the raised area.

Obsidian Rubble: The heaps of jagged obsidian rubble are difficult terrain and tall enough to provide cover. A creature that unwillingly enters one of these squares takes 5 damage. A creature can take this damage only once per turn.

Treasure Hoard: Maluriath's hoard is difficult terrain.

Conclusion

Once the dragon is defeated, the characters can explore this area.

Treasure: Maluriath's hoard includes 2,000 sp, 1,760 gp, 3 gems (500 gp each), a gold statue (1,000 gp), an empty carved ivory case for holding cards (250 gp), and three uncommon magic items (of character level + 1d4).

Dark Mirror Wall: If the adventurers have not destroyed the dark mirror (see "Concluding the Adventure"), they can tell it still contains powerful magical potential. This potential makes the characters feel uneasy when they look at the mirror.

Concluding the Adventure

Only Maluriath has the knowledge to complete the ritual. If the adventurers have any previous experience with the Chaos Scar, they know it's a magnet for creatures of ill intent. Destruction of the final dark mirror, before another evil force discovers it, is a real concern. Although brute force can disrupt the mirror's part in Maluriath's ritual, the mirror requires at least 200 damage to destroy.

If you want, however, an effort to destroy the mirror might not be so simple. You can devise further adventures for discovering a means of destroying the mirror. Those means could be as elaborate as you desire, such as a cleansing ritual, the need for a blessed hammer, or any other quest that suits your campaign.

If the adventurers failed to stop the ritual, the corrupting influence of the mirror spreads from the cave at a pace and with effects appropriate for your campaign. Perhaps Maluriath must concentrate while in front of the dark mirror to spread its influence. If she survives and completes the ritual, she spends time expanding this foul energy to create a vile domain for herself.

If Maluriath needs to remain within her lair, the adventurers might have enough time to mount a second offensive. But with each passing day, the twisted nature of the cavern intensifies, changing it into a true nightmare landscape. During this time, Maluriath might also have the opportunity to create more foulspawn or subjugate other lackeys.

You could instead decide that the Chaos Scar itself can power the spreading corruption. If this is true, the powerful eldritch energy might attract all sorts of monsters to the area. Further, if the mirror was not already part of the corruption devil's plans, the object might come to the fiend's attention.

About the Author

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Baba Yaga's Dancing Hut

A D&D® adventure for characters of levels 13-15

By Craig Campbell

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Introduction

"Baba Yaga's Dancing Hut" is more than an adventure—it's a special location within which one or more adventures can take place. Several scenarios that Dungeon Masters might use to bring the hut into their campaigns are provided below. However, as the DM, you can create your own adventures that take place wholly or partially within the hut. This article provides information on the hut's characteristics, capabilities, defenses, and layout, as well as its inhabitants and visitors.

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Baba Yaga and her dancing hut have been a part of the Dungeons & Dragons® game since the early days. They are referenced in the 1979 *Dungeon Master's Guide* and appeared together in "The Dancing Hut," an adventure written by Roger E. Moore for *Dragon*® magazine in 1984. Since then, the pair has popped up a number of times, including *Nightmare Realm of Baba Yaga* in 1986, *Castle Greyhawk* in 1988, and *Book of Artifacts* in 1993. The hut and the hag were reimagined in 1995's *The Dancing Hut of Baba Yaga*, a full-length adventure, and they appeared in several other products and *Dungeon*® magazine adventures.

For 4th Edition, Baba Yaga has been (slightly) reinvented as an archfey in *Manual of the Planes*. Additionally, she is described in detail in the article "Court of Stars: Baba Yaga, Mother of All Witches" (see this *Dungeon* issue), the companion piece to this adventure.

"Baba Yaga's Dancing Hut" is a reimagining of the 1984 *Dragon* magazine adventure, updating it for 4th Edition and incorporating changes that have taken place with the hut and its inhabitants, primarily Baba Yaga, Natasha the Dark, and Elena the Fair.

As has always been the case, due to the hut's strange construction, it is larger on the inside than its exterior would lead one to believe. You should read the entire adventure and familiarize yourself with the hut's layout and characteristics, as well as its inhabitants and their tactics and agendas.

This adventure provides just over 150,000 experience points for all of the combat encounters and skill challenges. This amount does not include quest rewards, random encounters, and roleplaying rewards that you might want to add. The characters can earn the full XP reward only by clearing out the hut and taking control of it. If five 13th-level adventurers take on everything in the hut, they likely earn over 30,000 XP each and advance to 16th level by the time they finish. Characters who start at 14th or 15th level might get to 17th or 18th level by the time they clear out the hut.

As the characters rise in level, some of the encounters as written will pose less of a challenge, because they were designed for the levels at the lower end of these ranges. You are encouraged to add a monster or two to some of the later encounters to provide opposition that scales commensurately with the abilities of the heroes.

Adventure Hooks

Below are four adventure hooks you can use to bring the characters into the story. You can craft these hooks into quests appropriate for your campaign.

1. Hostage Rescue

Although Baba Yaga is an archfey and has strong ties to the Feywild, she travels the multiverse in her dancing hut, collecting items of power and abducting others for her own purposes. These victims end up as slaves (the hag calls them servants) forced to perform backbreaking, mind-bending labor until they die. A lucky few manage to escape, but most can only hope to be rescued. If you use this hook, use people important to the characters as the abductees. Place such NPCs within the hut where you see fit.

2. Treasure Hunt

In her travels, Baba Yaga has collected countless powerful items and stored them in various rooms within her hut. Sometimes she takes these items because she needs them. Other times, she takes them because they are interesting or unique, and she covets them as mementos of her travels and accomplishments. In this case, the hag has an item the characters need or want. If you use this hook, determine why the hag took the item in and where in the hut she keeps it.

3. Control the Hut

In this scenario, the adventurers want nothing less than the hut itself. Baba Yaga has been spending less time in the hut than she did in ages past. Her quest to become an archfey and her machinations in the Feywild (as well as on other planes) have forced her to leave the hut in the hands of her servants and put a special guardian in charge during her frequent absences. (For details on this guardian, see "Baba Yaga's Simulacrum," page 24.)

The hut is a construct creature, a vehicle, and a demiplane all at once. Think carefully about the ramifications of letting the characters have regular access to and command over the hut in the long term. It should be an arduous task to steal the hut from Baba Yaga and an even more difficult one to keep it. If the characters manage to acquire the hut, the ancient hag does everything she can to take it back, opening the door to future adventures.

4. Approach the Archfey

Baba Yaga is more than a monster to be defeated. She is a long-lived and wise collector of lore and knowledge. The characters might wish to consult her on an important matter. They could find her outside the dancing hut, but it's a better adventure if the party must enter the hut to gain an audience with her. The characters are unlikely to receive a direct invitation from Baba Yaga, so for this hook, they must find the hut, gain entrance, and seek her out. Doing so might require them to defeat or kill some of her servants. The crone does not take issue with such behavior, since she considers most of her slaves to be replaceable. In fact, she might treat the characters more favorably if they show themselves to be formidable.

See the companion article "Court of Stars: Baba Yaga, The Mother of All Witches" for more information on the hag, what help or guidance she might provide, and what payment she might require.

The Hut's Location

Baba Yaga's dancing hut can be found anywhere on any plane or world. That said, it is usually found in a remote or hazardous location, often near or within a large forest.

Natural wildlife, sensing danger, flees the area around the hut. Magical beasts are instinctively drawn to the region instead. Baba Yaga is known to keep some natural beasts within the hut's fence.

Intelligent humanoids residing or traveling in the area might notice the absence of natural animals and the increased presence of magical beasts. Sensitive humanoids might also sense the proximity of something vile and awesome.

If the characters do not have the ability to travel to the hut magically, they might spend a game session journeying to its location and dealing with the multitude of monsters that have gathered in the area.

Encounters

The adventure's three opening encounters (E1, E2, and E3) are described below. When the characters enter the hut's interior, they have the encounter in room 1 (page 10). After that episode, the order of the encounters in your playing of the adventure depends on which rooms the characters visit, and in what order, while wandering the hut's vast interior. The encounters are numbered 1 through 48. Full-page maps distributed through the adventure display the encounter areas in consecutively numbered groups.

E1: The Bone Gate

Roleplaying Encounter

The characters have entered the immediate area surrounding the hut and must determine how to approach it.

Perception DC 20: The character notices that in each skull, one eye socket glows with a red glimmer and the other with a blue spark.

Light: Based on the time of day.

When the characters approach, read:

Before you stands the fabled dancing hut. The structure is a small log cabin, roughly fifteen feet across and fifteen feet tall. It is hexagonal in shape, with no windows and one door, and it sports a peaked roof made of wooden shakes. A small stone chimney juts from one edge of the roof. The hut is perched on two giant chicken legs, each fifteen feet tall and two feet thick at their slimmest. The legs are constantly in motion, causing the hut to spin rapidly.

The hut is in the center of a hundred-foot-diameter circle formed by a fence. The fence is four feet tall and constructed from intertwining wooden posts that seem to have grown out of the ground. Spaced evenly along the tops of the posts are twelve skulls of various humanoid races. A five-foot-wide gate made of bleached bones stands between two of the posts. Bones in the gate are oriented vertically, but a few of them form a toothy mouth.

A few trees are interspersed around and within the fence's circle.

The Gate

If the adventurers approach the bone gate, its mouth begins to twitch. When one of the characters moves within 2 squares of the gate, the mouth speaks.

"Welcome to Baba Yaga's domain. Kindly state your business or be on your way."

The bone gate is a magic construct that acts as the keeper of Baba Yaga's domain. It is polite but blunt. The gate admits the characters if they convince it that they have reason to enter the hut. If the characters admit they have come to steal something, rescue someone, or harm to Baba Yaga, then the gate refuses to open.

If the adventurers convince the gate that they should be allowed entrance, or if they have an invitation from Baba Yaga or Elena, the gate opens and lets them pass. If the characters mention Elena by name, the gate also says:

"Ah, mad Elena. She must have forgotten to alert me to your pending arrival. Silly girl."

If the gate admits the party, skip Encounter E2 and proceed to Encounter E3.

Gate Statistics: The gate is immune to all damage and effects, and it has these skills: Insight +15, Perception +15.

The Fence

If a character climbs the fence, its posts grow and pickets intertwine up to 15 feet, attempting to prevent passage (Athletics DC 20 to climb). Using the nearby trees is easier (Athletics DC 10 to climb), but the fence still grows to 15 feet to block passage. In either case, the picket skulls immediately begin attacking those attempting to bypass the fence.

When an uninvited character first sets foot on the ground inside the fence's perimeter, Encounter E2 begins. The gate also speaks.

"Please cease your intrusion. Failure to do so will result in serious repercussions. This is your only warning."

E2: Trespassers

Combat Encounter Level 17 (8,400 XP)

This combat occurs if the characters pass over the fence without permission in Encounter E1 or try to break into the hut in Encounter E3.

Light: Based on the time of day.

Monsters: Baba Yaga's dancing hut.

The hut attacks and the traps activate. Hit points for the hut indicate how much damage it takes to force the legs to stop moving and settle the hut to the ground. When the hut settles, it spins to reveal its door to the attackers. The legs regenerate to full strength 24 hours after being forced to settle.

Once the hut settles and the skull traps are no longer a threat, proceed to Encounter E3.

Tactics: Baba Yaga's dancing hut tries to kill or remove any creature that the bone gate did not allow inside the fence. If given the opportunity, the hut tries to kick the characters over the fence (see the sidebar) or toward active skull traps. The picket skulls attack the adventurers as often as they can.

THE FENCE

Baba Yaga's dancing hut cannot leave the fence's confines. If a character attempts to teleport the hut outside the fence, the teleportation effect fails. If the hut is pushed, pulled, or slid such that any square of its new space would be outside the fence at the end of the forced movement, the hut ends the movement adjacent to the fence but with all squares of the hut's space within the fence's perimeter.

If the hut uses *kick* and would be able to push a character into a square beyond the fence, the character must attempt a saving throw. If the saving throw fails, the characters is hurled over the fence, landing outside its perimeter.

Baba Yaga's Dancing Hut **Level 15 Solo Brute**
Huge natural animate (blind, construct) XP 6,000

HP 592; **Bloodied** 296 **Initiative** +12
AC 27, **Fortitude** 29, **Reflex** 27, **Will** 26 **Perception** +11
Speed 7 Blindsight 10
Immune blinded, charm, disease, gaze effects, poison
Saving Throws +5; **Action Points** 2

Traits

Flailing Legs ✦ Aura 2
Any enemy that starts its turn in the aura, or makes an attack during the hut's turn while in the aura, takes 10 damage. While the hut is bloodied, this damage increases to 15.

Long Stride
The hut ignores difficult terrain.

Shake It Off
At the start of the hut's turn, it can make a saving throw against any effect that a save can end. On a save, the effect immediately ends, preventing it from affecting the hut on its current turn.

Standard Actions

Kick ✦ At-Will
Attack: Melee 3 (one creature); +20 vs. AC
Hit: 4d10 + 6 damage, the hut pushes the target up to 3 squares, and the target falls prone.

Trample ✦ At-Will
Effect: The hut moves up to its speed. During this movement, the hut can move through enemies' spaces, and when the hut first enters a creature's space, it uses *kick* against that creature.

Minor Actions

Chimney Gout (fire) **✦ Recharge** ⚁ ⚂
Attack: Close blast 3 (creatures in the blast); +18 vs. Reflex
Hit: 3d6 + 5 fire damage, and ongoing 10 fire damage (save ends).
Miss: Half damage.

Triggered Actions

Berserk Hut ✦ At-Will
Trigger: An attack damages the hut while it is bloodied.
Effect (Immediate Reaction): The hut uses *kick*.

Str 23 (+13)	**Dex** 20 (+12)	**Wis** 18 (+11)
Con 20 (+12)	**Int** 8 (+6)	**Cha** 3 (+3)

Alignment unaligned **Languages** –

12 Picket Skulls **Level 13 Minion Trap**
Object XP 200 each

Detect Perception DC 20 **Initiative** +10
HP 1; a missed attack never damages a minion.
AC 27, **Fortitude** 25, **Reflex** 24, **Will** –
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Standard Actions

Burning Gaze (fire, lightning) **✦ At-Will**
Attack: Close blast 5 (enemies in the blast); +16 vs. Reflex
Hit: 8 fire and lightning damage, and the skull pulls the target up to 4 squares.

Countermeasures

✦ Disable: Arcana or Thievery DC 20 (DC 29 as a minor action). *Failure (15 or lower; 24 or lower as a minor action):* The skull uses *burning gaze* as a free action.

E3: Entering the Hut

Exploration Encounter

Run this encounter if the bone gate allows the characters to enter the circle or if they defeat the hut.

Light: Based on the time of day.

If the gate allows the characters to enter, the hut spins and dances as they approach. Speaking the command phrase (see below) or defeating the hut (Encounter E2) forces it to settle.

The cabin portion of the hut is immune to all damage and cannot be affected by rituals. For example, Passwall fails to create an opening in the hut.

Command Phrase

If the adventurers say, "Little hut, little hut, show me your door," the hut turns its door toward the speaker, settles, and opens the door.

Arcane Lock

If defeated in combat, the hut sits on the ground, its door closed. No handle or hinges are apparent, and the door is warded (Arcana DC 14 to detect). The characters can attempt DC 29 Arcana checks or Thievery checks to bypass the ward. (The door cannot be broken open.) Doing so requires three successes. Each time an attempt fails, the door blasts the area with a *burning gaze* like that of the picket skull traps in Encounter E2. This effect cannot be disabled.

The Chimney

If the hut is settled, Small or smaller creatures can climb down the chimney (Athletics DC 14 to climb the hut and the chimney). At the bottom of the inner chimney, a stovepipe that connects to the stove in room 1 blocks progress. If the pipe is dislodged (Athletics or Thievery DC 29), the chimney allows access to room 1.

The Hut's Interior

Baba Yaga designed the interior of the hut to confound intruders. It is built around a tesseract, a theoretical four-dimensional construct that is a projection of a three-dimensional cube into the fourth dimension. Rooms in the hut lie along different sides of the tesseract and are joined to other rooms with passageways that break the rules of three-dimensional space.

Each map indicates the number of each other room the mapped room connects to. A room can connect to up to six others, with (at most) one passageway on each of four sides, one in the floor, and one in the ceiling. Some rooms contain fewer than six connections.

"Room" and "Chamber"

For all encounters that take place within the hut, the term "room" is used to refer to a specific encounter area. Each room can connect to various other rooms, as described in the encounters and shown on the maps. Rooms are designated by numbers.

MONSTERS AND TREASURE

Many rooms in the hut include monsters. However, the room maps do not have tags showing exact monster placement. Often, the way the characters encounter a monster depends on how they entered the room, the function of the room, or the type or role of monster. The lack of placement tags gives you leeway in how you introduce the monsters.

A great deal of treasure is strewn about the hut, much of it guarded. It includes magic items and wealth that Baba Yaga has accumulated over the ages. The encounters describe the monetary rewards and the magic items in each room. Treasures described in the adventure do not represent everything the party might find in the hut. You should change or augment the treasures to suit your campaign.

Special Creatures: Some creatures in Baba Yaga's hut are servants and others are guests. A few deserve special note. Piscodemons that Baba Yaga has enlisted into her service worship her and expect to be rewarded when their service ends. Derghodemons here are bound to Baba Yaga and completely loyal. Most of the hags in the hut see Baba Yaga as an ideal to be emulated and revered.

Diakkas: Ages ago, when Baba Yaga lived on a farm, she imbued some of her chickens with a tiny bit of her essence. Over time, these chickens grew and mutated into diakkas. They bred to create more of their kind. Diakkas are small, flightless bird-people with sharp claws, strong legs, and harsh, squawking voices. They consider Baba Yaga to be their mother.

Baba Yaga's Simulacrum: Baba Yaga created a construct to watch over her prized home in her absence. Over the course of thirteen weeks, she toiled away, creating an unnatural version of herself and imbuing it with a bit of her essence. Although the simulacrum is a construct, it considers itself to be Baba Yaga. It cannot be persuaded otherwise. It has all of Baba Yaga's memories because the crone regularly invests it with her recent experiences.

The term "chamber" is used to refer to a part of a room. Most rooms are composed of multiple chambers. Chambers are designated by letters.

Doorways

The doorways between rooms in the hut might be locked, trapped, hidden, or cursed; or passing through them might require ingenuity. If a room has such doorways, they are described in a section called "Special Doorways." Ordinary doorways with no special properties are described only if important. On the room maps, each doorway is numbered the same as the room to which it leads.

Special Properties

When constructing her hut, Baba Yaga called upon ancient magical lore to imbue it with many special properties. These properties hinder how certain kinds of rituals function within the hut. Unless otherwise noted in specific encounters, the special properties described below are in effect throughout the hut.

Divination: Rituals of this sort can be used within rooms in the hut, but each one can reveal only facts associated with the room in which it is performed. Divination effects cannot pass from one room to another. For example, Magic Map can be used to locate a creature within a room but cannot be used to locate a creature that is in another room or outside the hut. Divinations that call upon entities that exist outside the hut, such as Ancestral Whispers, cannot be used in most rooms. When attempted, such rituals fail before components are expended. Further, every time a character attempts a divination ritual while within the hut, one of Baba Yaga's curses (determined randomly, described below) attacks the character.

Travel: While in the hut, the characters cannot access any area outside the hut unless an encounter specifically states otherwise. Travel rituals used in an attempt to reach any area outside the characters' current room fail before components are expended. This limitation also means that the souls of creatures that die in the hut can find their way out only through the few rooms that can access the planes.

Baba Yaga's Curses

Baba Yaga has placed curses on various items and areas within her hut. These curses trigger much like traps. A character can detect the presence of such a curse with a successful DC 31 Arcana check made to detect magic. A successful check of this sort suppresses the curse so that it cannot trigger for 1 minute.

Specific encounters describe the trigger for an associated curse. When triggered, a curse activates and attacks the triggering character. Refer to the curse statistics blocks below for specific information.

Removing a Curse

The Remove Affliction ritual can be used to remove a curse from a character at any time before he or she succumbs to stage 4 of the curse. Because Baba Yaga's curses are virulent, they impose a -10 penalty on the Heal check associated with the Remove Affliction ritual.

A character who succumbs to stage 4 of a curse is permanently disabled or transformed. Beyond the reach of mortal rituals, such an unfortunate can be rescued only by specific means you devise. A difficult

quest should be required. For example, a character whom the *curse of fused bones* has transformed into a petrified skeleton could recover if bathed in the waters of a specific pool deep in the Shadowfell. The rest of the adventurers must transport the petrified body of their compatriot to the pool for the cure.

If Baba Yaga dies, all her active curses end.

Curse of the Chicken Foot **Level 17 Curse**

A glowing chicken track appears on your forehead, and you can't keep from making intermittent clucks.

Triggered Actions

Curse of the Chicken Foot (psychic) ✦ **At-Will**

Trigger: A creature triggers the curse according to conditions specified in an encounter.

Attack (Immediate Reaction): Close burst 5 (triggering creature in the burst); +20 vs. Will

Hit: 3d8 + 12 psychic damage, and the target is subjected to stage 1 of the curse. If the target is already at another stage of any curse, the target instead remains at that stage of that curse.

Effect: The target grants combat advantage (save ends).

Curse Progression

Stage 0: The curse is dormant.

Stage 1: Baba Yaga and her simulacrum can discern the target's location as a free action. In addition, the target gains no benefit from partial concealment.

Stage 2: As stage 1, and the target grows chicken feathers on one-third of its body. The target takes a -2 penalty to Charisma ability checks and Charisma-based skill checks, as well as to Stealth checks.

Stage 3: As stage 1, and the target grows chicken feathers on two-thirds of its body and a chicken beak in place of its mouth. The target takes a -5 penalty to Charisma ability checks and Charisma-based skill checks, as well as to Stealth checks.

Stage 4: The target transforms into a diakka (page 39), and the curse ends.

Check: At the end of each extended rest, the target makes an Arcana check or an Endurance check.

15 or Lower: The stage of the curse increases by 1.

16-22: No change.

23 or Higher: The stage of the curse decreases by 1 (if at stage 0, no change occurs).

Curse of Morphing Flesh **Level 17 Curse**

Your begin changing into a fiendish, amorphous form.

Triggered Actions

Curse of Morphing Flesh (acid) ✦ **At-Will**

Trigger: A creature triggers the curse according to conditions specified in an encounter.

Attack (Immediate Reaction): Close burst 5 (triggering creature in the burst); +20 vs. Fortitude

Hit: 2d8 + 9 acid damage, and the target is subjected to stage 1 of the curse. If the target is already at another stage of any curse, the target instead remains at that stage of that curse.

Effect: The target is weakened (save ends).

Curse Progression

Stage 0: The curse is dormant.

Stage 1: The target gains vulnerable 5 all.

Stage 2: As stage 1, and the target's body becomes softer and weaker, imposing a -2 penalty to Strength ability checks and Athletics checks.

Stage 3: As stage 1, and the target's flesh becomes dark and oily, imposing a -5 penalty to Strength ability checks and Athletics checks, as well as a -2 penalty to Charisma ability checks and Charisma-based skill checks

Stage 4: The target transforms into a slime devil (page 24), and the curse ends.

Check: At the end of each extended rest, the target makes an Athletics check or a Religion check.

15 or Lower: The stage of the curse increases by 1.

16-22: No change.

23 or Higher: The stage of the curse decreases by 1 (if at stage 0, no change occurs).

Curse of Fused Bones **Level 17 Curse**

Your limbs begin creaking and stiffening.

Triggered Actions

Curse of Fused Bones (necrotic) ✦ **At-Will**

Trigger: A creature triggers the curse according to conditions specified in an encounter.

Attack (Immediate Reaction): Close burst 5 (triggering creature in the burst); +20 vs. Reflex

Hit: 3d8 + 12 necrotic damage, and the target is subjected to stage 1 of the curse. If the target is already at another stage of any curse, the target instead remains at that stage of that curse.

Effect: The target is immobilized (save ends).

Curse Progression

Stage 0: The curse is dormant.

Stage 1: The target's speed is reduced by 2 (minimum 1).

Stage 2: As stage 1, and the target's joints become stiff, imposing a -2 penalty to Dexterity ability checks and Dexterity-based skill checks.

Stage 3: As stage 1, and the target's flesh and bones stiffen, imposing a -2 penalty to Strength ability checks and Athletics checks, as well as a -5 penalty to Dexterity ability checks and Dexterity-based skill checks.

Stage 4: The target is permanently petrified, and the curse ends.

Check: At the end of each extended rest, the target makes an Acrobatics check or a Religion check.

15 or Lower: The stage of the curse increases by 1.

16-22: No change.

23 or Higher: The stage of the curse decreases by 1 (if at stage 0, no change occurs).

Curse of the Mad Mind — **Level 17 Curse**

Your mind is flooded with myriad strange thoughts that confound and disturb you.

Triggered Actions

Curse of the Mad Mind (psychic) ✦ **At-Will**

Trigger: A creature triggers the curse according to conditions specified in an encounter.

Attack (Immediate Reaction): Close burst 5 (triggering creature in the burst); +20 vs. Will

Hit: 2d8 + 9 psychic damage, and the target is subjected to stage 1 of the curse. If the target is already at another stage of any curse, the target instead remains at that stage of that curse.

Effect: The target is dazed (save ends).

Curse Progression

Stage 0: The curse is dormant.

Stage 1: The target takes a -2 penalty to Initiative checks.

Stage 2: As stage 1, and the target's perceptions become hazy, imposing a -2 penalty to Wisdom ability checks and Wisdom-based skill checks.

Stage 3: As stage 1, and the target's mind is clouded, imposing a -5 penalty to Wisdom ability checks and Wisdom-based skill checks, as well as a -2 penalty to Intelligence ability checks and Intelligence-based skill checks.

Stage 4: The target is so insane that it is permanently helpless, and the curse ends.

Check: At the end of each extended rest, the target makes an Insight check or History check.

15 or Lower: The stage of the curse increases by 1.

16-22: No change.

23 or Higher: The stage of the curse decreases by 1 (if at stage 0, no change occurs).

Random Encounters

The dancing hut is home to many creatures. They can be encountered in specific rooms as written, or you can place them in different locations as desired. For example, you might want the characters to come upon a guard patrol or a particular inhabitant earlier than the encounters specify. The guidelines below describe a method for including random encounters in the adventure.

When the party enters a room that is normally uninhabited, look up the room number on the Encounter Chance table, and roll the die indicated in the Chance of Encounter column. A result of 1 means that the characters have a random encounter.

If a random encounter occurs, make the roll indicated in the Encounter Details column and look up the result on the Encounter Details table to see what creatures are in the room. The Room column shows where the creatures' statistics or other information (if any) appear in this adventure.

ENCOUNTER CHANCE

Uninhabited Room	Chance of Encounter	Encounter Details
5	1 on d10	1d4 + 1
9	1 on d10	1d4 + 2
10	1 on d12	1d6 + 4
18	1 on d12	1d4 + 1
20	1 on d10	1d6 + 4
32	1 on d8	2d6
33	1 on d12	1d4 + 8
35	1 on d12	1d6 + 3
36	1 on d8	1d4 + 5
37	1 on d8	2d6
38	1 on d10	1d8 + 1
42	1 on d12	1d8 + 1
43	1 on d10	1d6 + 6

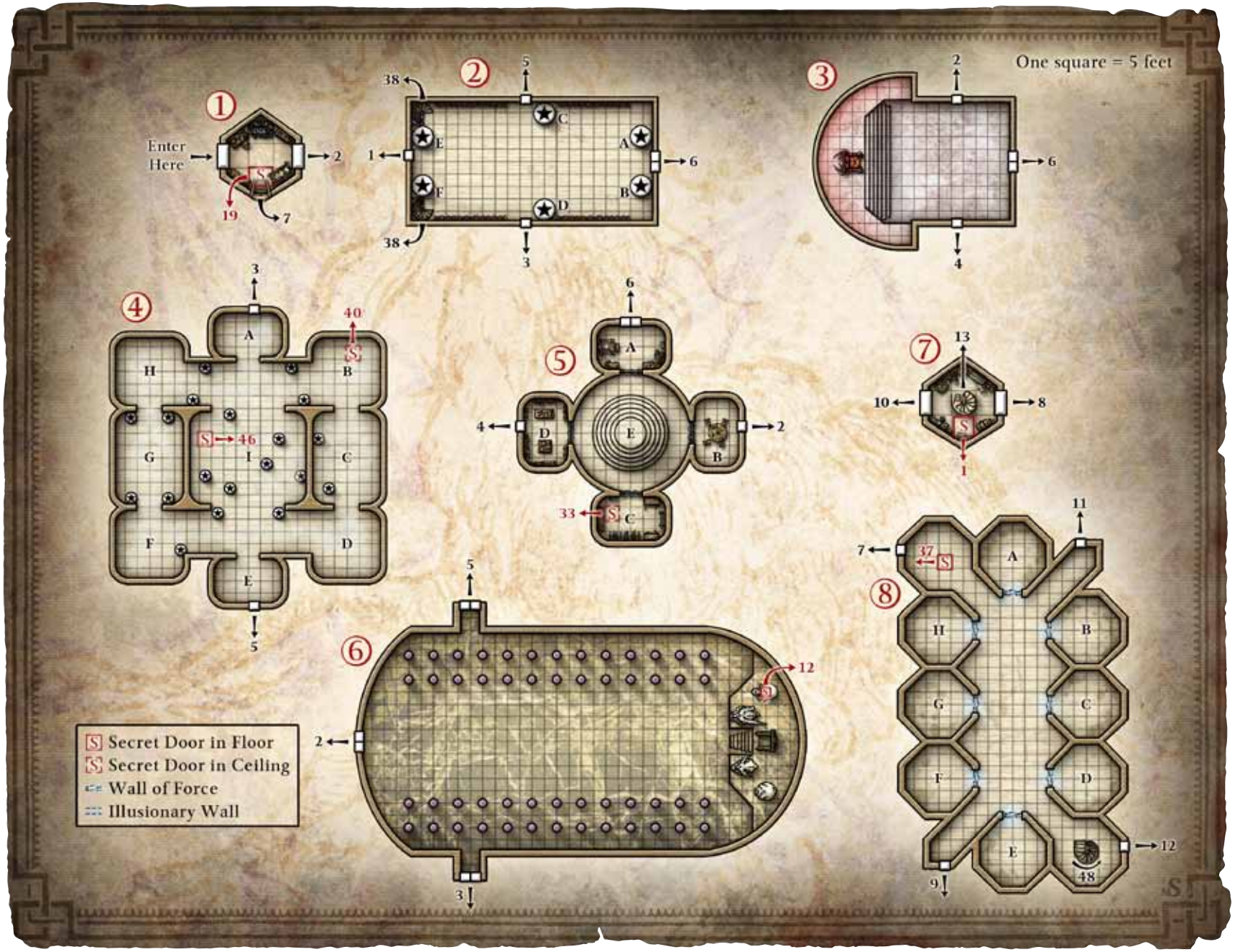
ENCOUNTER DETAILS

Roll	Encounter	Room
2	Two adventurers seeking a way out; they barter for directions and might provide useful information	–
3	An escaped prisoner in need of help	–
4	Ivan, taking a walk	20
5	Grik, exploring the hut	30
6	Two night hags disguised as bickering sisters	8
7	A diakka taking a break	34
8	A derghodemon on patrol	34
9	1 piscodemon and 3 diakkas on the way to their next task	34
10	Elena and her entourage, strolling through the hut	17
11	Jayden Thull, on an errand for Elena	17
12	Natasha, seeking aid in killing Elena	15

The Grand Expanse of the Dancing Hut

The rest of this adventure describes 48 room encounters in the hut. A large number of them are combat encounters. Others are simple exploration or roleplaying scenarios that allow the characters to make interesting discoveries.

You can change or develop the encounter details into whatever you need for your campaign. A room designed for exploration might be developed to include a skill challenge that provides the characters with useful information. A combat encounter with Baba Yaga's slaves might become a roleplaying encounter in which the adventurers promise to free the slaves in exchange for their help.


One square = 5 feet
Enter Here
Secret Door in Floor
Secret Door in Ceiling
Wall of Force
Illusionary Wall

1. Hut Entrance

Exploration Encounter

When the characters enter the hut, they arrive in this room, which is "guarded" by Vladimir, Baba Yaga's cat familiar.

Perception DC 20: The character hears the faint rustling of something moving in the shadows.

Light: Candles cast dim light.

Read:

The interior of the hut looks like the hovel of an old peasant. It contains a small wooden table with a wash basin on it and a single chair next to it. The floor is packed earth, and the walls and ceiling are of simple wooden construction. A stove stands along one wall, its pipe leading to the chimney above. A straw-filled mattress and a tattered quilt lie against one wall. The floor and the shelves on the walls are littered with tattered clothing, utensils, and sewing supplies. Several candles glow in various places.

The room has nothing of particular interest aside from Vladimir. The creature is a bit skittish and stays in the shadows until discovered by the characters.

Vladimir is a simulacrum. Baba Yaga's real cat died decades ago. Missing her pet greatly, Baba Yaga created a simulacrum of the dead cat and left it to "guard" this room as a tribute to her companion.

Vladimir does not have a statistics block. Any attack made against the false cat automatically hits and kills it. If killed, Vladimir comes back to life one day later.

Vladimir speaks Common and Elven and is wary of the characters at first. If engaged in conversation, it is pleasant, but its voice has a sad tone. Vladimir knows nothing about the rest of the hut but can tell the characters whether it believes Baba Yaga is present in the dwelling. However, the false cat cannot distinguish between the real crone and her simulacrum.

Entry Door: Characters within the hut can open the entry for those outside the hut.

Special Doorways: A trapdoor underneath the table leads to room 19. A ladder along one wall leads up to a ceiling trapdoor that accesses room 7.

2. Entry Hall

Combat Encounter Level 13 (4,000 XP)

The characters enter a grand hall adorned with statues and tapestries. The lights in the room cast the statues' shadows onto the floor. These shadows are the room's guardians.

Perception DC 29: The character notices that the shadow of one of the statues moves and shimmers in an unnatural way.

Light: Magic torches give off dim light.

Monsters: 4 shadow puppeteers.

Read:

This room is of fine oak construction, with a wooden rafter-and-slat ceiling 20 feet above the floor. The walls are adorned with several old tapestries. Six statues made of tarnished silver stand against the walls, two on each short wall and one on each long wall. Behind each statue's head, a magic torch glows, casting the statue's shadow into the hall.

Baba Yaga bound the shadow puppeteers to this room to serve as its protectors. They stay on the floor when the characters enter. If a character moves adjacent to any of the statues marked A, B, C, or D, the puppeteers attack. Two shadows rise up at first, and two others join in on the second round.

Attempts to remove the tapestries from the walls cause them to fall to pieces.

Tactics: The shadow puppeteers avoid bright light and create shadows using *shadow touch* to make best use of their abilities.

4 Shadow Puppeteers	**Level 14 Lurker**
Medium shadow humanoid	XP 1,000 each
HP 74; **Bloodied** 37	**Initiative** +17
AC 24, **Fortitude** 25, **Reflex** 26, **Will** 26	**Perception** +9
Speed 8	Darkvision
Resist insubstantial; **Vulnerable** 5 radiant	

Traits

Born of Shadows

The puppeteer can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

Standard Actions

⊕ **Shadow Touch** (necrotic, zone) ✦ **At-Will**

Attack: Melee 1 (one creature); +17 vs. Reflex

Hit: 3d6 + 12 necrotic damage, or 3d6 + 17 necrotic damage against a target that cannot see the puppeteer.

Effect: The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured, and it lasts until the end of the puppeteer's next turn.

† **Shadow Puppet** (charm, necrotic) ✦ **Recharge** when the shadow hits a creature that cannot see it

Attack: Melee 1 (one creature); +17 vs. Will

Hit: 2d6 + 5 necrotic damage, or 2d6 + 10 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow.

Skills Stealth +18

Str 12 (+8)	**Dex** 22 (+13)	**Wis** 14 (+9)
Con 17 (+10)	**Int** 12 (+8)	**Cha** 19 (+11)

Alignment evil **Languages** Common

3. Audience Hall

Combat Encounter Level 13 (4,000 XP)

In the past, Baba Yaga met with visitors in this room, but she rarely uses it these days. Regardless, a trapper lies on the floor near the steps to the archfey's throne. A pair of nagpa servants tidy up the room.

Light: Bright red light throughout.

Monsters: 1 trapper, 2 nagpa carrion lords.

Trapper **Level 14 Elite Soldier**
Huge natural animate (construct, shapechanger) XP 2,000

HP 280; **Bloodied** 140 **Initiative** +12
AC 30, **Fortitude** 27, **Reflex** 24, **Will** 25 **Perception** +11
Speed 6 Darkvision
Saving Throws +2; **Action Points** 1

Traits

Threatening Reach
The trapper can make opportunity attacks against enemies within 3 squares of it.

Standard Actions

Slam ✦ At-Will
Attack: Melee 3 (one creature); +19 vs. AC
Hit: 2d8 + 13 damage, and the trapper grabs the target (escape DC 21).

Envelop ✦ At-Will
Attack: Melee 3 (one creature grabbed by the trapper); +17 vs. Fortitude
Hit: The target is enveloped and is no longer grabbed. While enveloped, the target is restrained and takes 10 damage at the start of the trapper's turn. The enveloped creature is in the trapper's space and has line of sight and line of effect only to the trapper. No creature has line of sight or line of effect to the target.
The enveloped creature can make only melee or close attacks. If the enveloped creature deals 20 damage to the trapper with an attack, the trapper releases the creature into an unoccupied square adjacent to the trapper, and the creature is no longer enveloped. When the trapper dies, the target is no longer enveloped, and is instead prone in the trapper's former space.

Double Attack ✦ At-Will
Effect: The trapper makes two basic attacks.

Floor Ambush ✦ Encounter
Requirement: The trapper must be in floor form, and it must have done nothing but delay or ready during the encounter.
Effect: The trapper assumes ooze form and can make a basic attack against each enemy within its reach. Enemies that occupy the trapper's space are considered to be grabbed by the trapper for the purpose of *envelop*. Creatures still in the trapper's space and not enveloped after the trapper resolves this power slide up to 3 squares to an unoccupied square within 2 squares of the trapper.

Minor Actions

Shapeshift (polymorph) **✦ At-Will** (1/round)
Effect: The trapper assumes one of the following forms. It remains in the chosen form until it uses this power again.
Floor Form: The trapper takes the form of a floor surface, mimicking its shape, coloration, and texture. A creature must succeed on a DC 34 Perception check to notice that the trapper is a creature. While the trapper is in this form, other creatures can enter its space.
Ooze Form: While squeezing, the trapper moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Str 23 (+13) **Dex** 16 (+10) **Wis** 18 (+11)
Con 20 (+12) **Int** 2 (+3) **Cha** 4 (+4)
Alignment unaligned **Languages** –

Read:
This is a grand chamber constructed of fine masonry with a vaulted ceiling rising 30 feet above the marble-tiled floor. A set of tiled stairs leads from the main floor to an elevated area that features a throne made of red quartz and engraved with runes. The wall behind the throne glows red, illuminating the chamber in an otherworldly light.

Two bird-men sweep the floor with wooden brooms. As you enter, they begin to retreat.

Tactics: The carrion lords lure enemies toward the trapper. Then they pepper their enemies with ranged attacks, retreating from melee with *ghostly escape*. The trapper delays until it can use *floor ambush* or it is attacked, after which it joins the fight fully and attacks all characters.

2 Nagpa Carrion Lords **Level 14 Artillery**
Medium elemental humanoid XP 1,000 each

HP 111; **Bloodied** 55 **Initiative** +9
AC 28, **Fortitude** 23, **Reflex** 25, **Will** 26 **Perception** +11
Speed 6 Low-light vision

Standard Actions

Rotting Staff (necrotic, weapon) **✦ At-Will**
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: 2d6 + 8 necrotic damage.

Bolt of Putrescence (implement, necrotic) **✦ At-Will**
Attack: Ranged 20 (one creature); +19 vs. Reflex
Hit: 2d10 + 10 necrotic damage.

Rain of Ruin (acid, implement) **✦ Recharge** ⚁ ⚂
Attack: Ranged 10 (two or three creatures); +19 vs. Reflex
Hit: 2d10 + 5 acid damage.

Consuming Shadows (implement, necrotic, zone) **✦ Encounter**
Attack: Area burst 1 within 10 (enemies in burst); +19 vs. Fortitude
Hit: 4d6 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).
Effect: The burst creates a zone that lasts until the end of the carrion lord's next turn. The zone blocks line of sight for the carrion lord's enemies.
Sustain Minor: The zone persists.

Minor Actions

Ghostly Escape ✦ Encounter
Effect: The carrion lord is insubstantial and phasing until the end of its next turn.

Skills Arcana +17, Bluff +17, Diplomacy +17, History +17
Str 12 (+8) **Dex** 14 (+9) **Wis** 19 (+11)
Con 21 (+12) **Int** 21 (+12) **Cha** 20 (+12)
Alignment evil **Languages** Common, Primordial
Equipment staff

4. Art Gallery

Combat Encounter Level 13 (4,400 XP)

The characters come upon Baba Yaga's art repository, which contains sundry pieces of statuary, paintings, and craftworks that the hag has acquired over the ages. Several creatures guard her prized collection.

Perception DC 29: The character hears the soft footsteps of at least one creature somewhere beyond his or her immediate field of sight.

Light: Bright magical light.

Monsters: 1 medusa venom arrow, 1 medusa bodyguard, 3 oblivion wraiths.

Read:

You enter a multichambered room containing dozens of works of art. Exquisite paintings and tapestries adorn every wall, and several statues stand about the chambers. The room is bathed in magical light that illuminates each work of art with perfect clarity. Throughout the room, light fog lines the floor to a depth of one foot.

This room is brimming with a great variety of fine works of art from dozens of worlds and planes. Although none of them is magical, the characters might try to claim pieces of art as spoils of their endeavors. You can use the general treasure below or determine the number and value of the works.

Various statues, some of metal and others of stone, stand throughout the room. A few of them are more detailed than the rest and depict adventurers striding into battle or cowering in panic and pain. These statues are the trophies of the medusa venom arrow that guards the room.

After the characters have explored one or two chambers of the art gallery, the medusas attack. After one round of combat, the wraiths join the battle.

Special Doorways: In the ceiling of chamber B, a secret door (Perception DC 29 to find) leads to room 40. In chamber I, a trapdoor in the floor, leading to room 46, is covered by an enormous iron statue of Baba Yaga's hut. Scratch marks in the floor near the statue are clues that it has been moved in the past (Perception DC 21 to find the door; Athletics DC 29 to move the statue). The trapdoor is cursed. Any character who touches the door is attacked by the *curse of morphing flesh*.

Treasure: Various easily transportable paintings, etchings, and tapestries worth a total of 10,000 gp.

Tactics: This combat can easily range across the room as the monsters dart in and out of the smaller chambers. The medusa venom arrow moves to avoid melee, preferring ranged attacks. The medusa bodyguard uses *longbow* and *mind-venom gaze* but rushes to the venom arrow's side when she comes under assault. The oblivion wraiths phase through the interior walls between chambers to avoid being overwhelmed.

Medusa Bodyguard — **Level 12 Soldier**
Medium natural humanoid — XP 700

HP 123; **Bloodied** 61 — **Initiative** +11
AC 28, **Fortitude** 25, **Reflex** 23, **Will** 24 — **Perception** +15
Speed 6
Resist 10 poison

Standard Actions

⊕ **Bastard Sword** (poison, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d10 + 4 damage, and ongoing 5 poison damage (save ends).
Effect: The bodyguard marks the target until the end of the bodyguard's next turn.

➢ **Longbow** (poison, weapon) ✦ **At-Will**
Attack: Ranged 30 (one creature); +17 vs. AC
Hit: 1d10 + 9 damage, and ongoing 5 poison damage (save ends).

Triggered Actions

✧ **Mind-Venom Gaze** (charm, poison, psychic) ✦ **Recharge** when the bodyguard hits with *bastard sword*
Trigger: An enemy marked by the bodyguard makes an attack that does not include it as a target.
Attack (Immediate Interrupt): Close blast 5 (enemies in the blast); +15 vs. Will. The attack must include the triggering enemy as a target.
Hit: 2d6 + 3 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its turn.

Skills Bluff +14, Stealth +14
Str 22 (+12) **Dex** 17 (+9) **Wis** 19 (+10)
Con 19 (+10) **Int** 12 (+7) **Cha** 17 (+9)
Alignment evil **Languages** Common
Equipment bastard sword, longbow

Medusa Venom Arrow — **Level 12 Artillery**
Medium natural humanoid, female — XP 700

HP 96; **Bloodied** 48 — **Initiative** +12
AC 26, **Fortitude** 23, **Reflex** 25, **Will** 23 — **Perception** +14
Speed 6
Immune petrification; **Resist** 10 poison

Standard Actions

⊕ **Serpent Hair** (poison) ✦ **At-Will**
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d6 + 6 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn.

➢ **Shortbow** (poison, weapon) ✦ **At-Will**
Attack: Ranged 30 (one creature); +19 vs. AC
Hit: 1d10 + 7 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Triggered Actions

Petrifying Stare ✦ **At-Will**
Trigger: An enemy starts its turn within 2 squares of the medusa.
Effect (Opportunity Action): Close blast 2 (the triggering enemy in the blast). The target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is petrified until one of the following conditions is satisfied.
- ✦ The use of an appropriate power, such as *divine cleansing*.
- ✦ The willing kiss of the medusa that petrified the creature (a medusa might do this to gain information or to luxuriate in the victim's fear before returning it to stone).
- ✦ The medusa responsible for the petrification is killed and its blood is applied to the stony lips of the victim before a full day passes.

Skills Bluff +15, Stealth +17
Str 14 (+8) **Dex** 22 (+12) **Wis** 17 (+9)
Con 18 (+10) **Int** 12 (+7) **Cha** 19 (+10)
Alignment evil **Languages** Common
Equipment shortbow

3 Oblivion Wraiths — **Level 14 Brute**
Large shadow humanoid (undead) — XP 1,000 each

HP 116; **Bloodied** 58 — **Initiative** +13
AC 26, **Fortitude** 25, **Reflex** 27, **Will** 24 — **Perception** +7
Speed 0, fly 6 (hover); phasing — Darkvision
Immune disease, poison; **Resist** 15 necrotic

Traits

Nihil (necrotic) ✦ **Aura** 2
Any enemy that starts its turn in the aura takes 10 necrotic damage and cannot spend a healing surge until the start of its next turn.

Insubstantial
The wraith takes half damage from any damage source.

Regeneration
The wraith regains 10 hit points whenever it starts its turn and has at least 1 hit point. Whenever the wraith takes radiant damage, its regeneration doesn't function until the end of its next turn.

Spawn Wraith
When the wraith kills a humanoid, that humanoid becomes a wraith at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.

Standard Actions

Nihil Strike (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. Reflex
Hit: 3d12 + 8 necrotic damage, and the wraith is invisible to the target until the end of the wraith's next turn.

Obliviate (necrotic) ✦ **Recharge** ⚁ ⚂
Attack: Melee 1 (one creature); +15 vs. Reflex
Hit: 3d12 + 4 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).

Move Actions

Shadow Glide ✦ **Encounter**
Effect: The wraith shifts up to 6 squares.

Triggered Actions

Death Blast (necrotic) ✦ **Encounter**
Trigger: The wraith drops to 0 hit points.
Attack (Immediate Reaction): Close blast 3 (enemies in the blast); +15 vs. Fortitude
Hit: The target loses two healing surges.
Miss: The target loses one healing surge.

Skills Stealth +18
Str 20 (+12) — **Dex** 23 (+13) — **Wis** 10 (+7)
Con 16 (+10) — **Int** 10 (+7) — **Cha** 18 (+11)
Alignment chaotic evil — **Languages** Common

5. Recreation and Dance

Exploration Encounter

This room was built for recreation, dance, games, and hobbies. It allows the characters to explore diversions from their normal expeditions.

Light: Candles and braziers provide bright light.

Read:
You enter a well-lit room that is outfitted with the accoutrements of various hobbies.

Chamber A has sewing materials and a small loom.

Chamber B contains several chairs around a table that holds dice and card games.

Chamber C is a dressing room with costumes and a standing mirror.

Chamber D contains numerous musical instruments. A funeral dirge plays in here, but the music has no identifiable source.

Chamber E has a sunken performance area. In the center of the area is a raised stage.

Each chamber is divided from the others by magic curtains that deaden all sound passing from one chamber to the next.

You can develop the chambers in this room further to provide the characters with interesting activities. For example, chamber B might be inhabited by a creature that invites the characters to engage in games of chance, allowing them to place wagers and perhaps garner information about the hut and its residents.

Special Doorways: In the ceiling of chamber C, a secret door (Perception DC 21 to find) leads to room 33.

6. Grand Throne Room

Exploration Encounter

Baba Yaga's throne room has fallen into disuse in recent years due to the hag being away from the hut for extended periods.

Light: Dim light provided by the glowing ceiling.

Read:
The floor and walls of this room are crafted of black marble streaked with gold veins. Glassy purple columns, some starting to crumble, parade through much of its expanse. The vaulted ceiling 60 feet above the floor glows eerily, filling the room with purple light. A raised dais sits at one end of the room, with four giant skulls adorning its surface. In the center of the dais is a grand throne made from a single block of black stone. A stairway leads up to the throne.

If a character speaks Baba Yaga's name while in this room, a ghostly version of the ancient hag appears, seated on the throne. The apparition beckons the adventurer forward, hoping that he or she touches the throne. Any character who does so is attacked by the *curse of the mad mind*.

Special Doorways: Under one of the giant skulls is a secret trapdoor (Perception DC 29 to find), leading down to room 12.

7. Attic

Roleplaying Encounter

The hut's attic is mostly what one would expect from the attic of a wooden cabin, but it also holds a strange creature that the characters might befriend and take with them.

Perception DC 20: The character notices a Small black cat peeking from behind a chest.

Light: Darkness.

If the characters light the room, read:

This small, hexagonal room is built of rotting wood. The floor creaks, and the walls and ceiling show signs of age. The area is strewn with boxes, chests, and sundry articles of clothing and other paraphernalia. In addition to two doors, spiral stairs lead up.

This room contains an assortment of useless gear. Shelsa, a guardian familiar, keeps watch over a specific trunk. At first, she hides from the characters, but if they coax her out, they might entice her to join them in their endeavors.

Special Doorways: Under some tattered clothing is a trapdoor (Perception DC 21 to find). It leads to room 1.

Treasure: A *ring of invisibility* lies in the bottom of the chest guarded by Shelsa.

Shelsa, Guardian Familiar

Shelsa is a guardian familiar that has been in the attic for many years. If the characters coax her out, she is willing to talk and comes across as bored.

If pressed for information about herself, Shelsa laments her years spent in the attic and yearns to see more of the world outside. If the characters invite her to accompany them, she does so gladly, latching onto the one who has the highest Charisma score.

If questioned about the chest she is guarding, Shelsa states only that it contains "power." Tired of her role as guardian, she allows the characters to take the *ring of invisibility* from the chest if they let her accompany them.

If the adventurers take the ring but do not let Shelsa join them, she becomes angry and secretly follows them around the hut, staying in the shadows as much as possible. She calls on the other denizens of the hut to wreak vengeance upon the party and return the ring to her.

Shelsa, Cat Familiar	**Level 12 Minion Skirmisher**
Small fey magical beast	XP 175
HP 1; a missed attack never damages a minion.	**Initiative** +14
AC 26, **Fortitude** 23, **Reflex** 26, **Will** 24	**Perception** +12
Speed 8, climb 6	Low-light vision
Immune disease, fear, necrotic, poison	
Traits	
Nine Lives	
Shelsa initially has eight extra lives. While Shelsa has five extra lives remaining, she gains a +2 bonus to defenses, attack rolls, and damage. While she has two extra lives remaining, this bonus increases to +4.	
Standard Actions	
⊕ **Bite** ✦ **At-Will**	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 10 damage.	
Mobile Attack ✦ **At-Will**	
Effect: Shelsa shifts up to her speed and uses *bite* once during the movement.	
Move Actions	
Guardian Jump (teleportation) ✦ **Encounter**	
Effect: Shelsa teleports up to 10 squares.	
Triggered Actions	
Limited Rebirth (healing, teleportation) ✦ **Recharge** when Shelsa spends one of her extra lives	
Trigger: Shelsa drops to 0 hit points while she has an extra life remaining.	
Effect (No Action): Shelsa spends one of her extra lives and regains 1 hit point. She can then teleport up to 10 squares, and she becomes invisible until the end of her next turn or until she attacks.	
Skills Athletics +8, Nature +12, Stealth +17	
Str 5 (+3) **Dex** 22 (+12)	**Wis** 12 (+7)
Con 17 (+9) **Int** 10 (+6)	**Cha** 19 (+10)
Alignment unaligned **Languages** Common, Elven	

8. Bestiary

Combat Encounter (Varies)

Baba Yaga has imprisoned several strange creatures in this bestiary.

Light: Bright light from the glowing ceiling.

Monsters: 2 su alphas, 1 night hag, 1 vampiric mist corruptor, 1 flamekiss hydra, 1 beholder.

Read:

This large stone room contains numerous smaller chambers, each with a doorway of shimmering yellow light. A glowing ceiling 30 feet above the floor illuminates the whole room with bright light. The grunts and growls of various creatures issue from the chambers.

Each chamber magically provides food and water for its captive and magically removes waste. The shimmering doorways are transparent, so the characters can see inside each chamber.

The chamber doorways are made of magical force that is impervious to damage and blocks line of effect. Characters can open a door by making a DC 21 Arcana check to dissipate the magic or a DC 29 Thievery check to mar the runes containing the magic. If a door is opened, the creature in the chamber reacts as described below.

If the characters release one or more monsters, different combat encounters might occur. Any creatures left behind are fair game for random encounters later.

Chamber A: This chamber imprisons a vampiric mist corrupter. The chamber door is faulty. If it is opened, two other chamber doors (determined randomly) also open. If released, the vampiric mist corruptor attacks the adventurers.

Chamber B: The beholder here has studied the doors for a long time and has discovered their weakness. It tries to convince the characters to release it. If released, it attacks. Each time it uses *eye ray* or *eye ray frenzy*, instead of making one of the allowed eye

Beholder **Level 9 Solo Artillery**
Large aberrant magical beast XP 2,000

HP 392; **Bloodied** 196 **Initiative** +9
AC 23, **Fortitude** 21, **Reflex** 22, **Will** 22 **Perception** +11
Speed 0, fly 4 (hover) All-around vision, darkvision
Saving Throws +5; **Action Points** 2

Traits

All-Around Vision
Enemies can't gain combat advantage by flanking the beholder.

Standard Actions

Bite ✦ At-Will
Attack: Melee 1 (one creature); 14 vs. AC
Hit: 2d8 + 8 damage.

Eye Rays ✦ At-Will
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.

1. *Charm Ray* (charm): Ranged 10; +14 vs. Will; the target is dominated until the end of its next turn.
2. *Wounding Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d10 + 6 necrotic damage.
3. *Sleep Ray* (charm): Ranged 10; +14 vs. Will; the target is immobilized (save ends).
   First Failed Saving Throw: The target is knocked unconscious instead of immobilized (save ends).
4. *Telekinesis Ray*: Ranged 10; +14 vs. Fortitude; the beholder slides the target up to 4 squares.
5. *Slowing Ray* (necrotic): Ranged 10; +14 vs. Reflex; 3d6 + 5 necrotic damage, and the target is slowed (save ends).
6. *Brilliant Ray* (radiant): Ranged 10; +14 vs. Will; 1d6 + 5 radiant damage, and the target is blinded (save ends).
7. *Terror Ray* (fear, psychic): Ranged 10; +14 vs. Will; 2d8 + 5 psychic damage, and the beholder pushes the target its speed.
8. *Petrifying Ray*: Ranged 10; +14 vs. Fortitude; the target is petrified (save ends).
   Aftereffect: The target is immobilized (save ends).
9. *Death Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 10 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).
   First Failed Saving Throw: The target is dazed and weakened (save ends both).
   Second Failed Saving Throw: The target dies.
10. *Disintegrate Ray*: Ranged 10; +14 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 damage (save ends).

Eye Ray Frenzy ✦ Recharge
Requirement: The beholder must be bloodied.
Effect: As *eye rays* above, except the beholder makes three eye ray attacks.

Minor Actions

Central Eye ✦ At-Will (1/round)
Attack: Close blast 5 (enemies in the blast); +12 vs. Will
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.

Triggered Actions

Random Eye Ray ✦ At-Will
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.

Str 18 (+8)	**Dex** 20 (+9)	**Wis** 15 (+6)
Con 18 (+8)	**Int** 19 (+8)	**Cha** 20 (+9)

Alignment evil **Languages** Deep Speech

ray attacks, it can use its *disintegrate ray* on the runes on other chamber doors. Each use of *disintegrate ray* allows the beholder to make a Charisma check (DC 21) against the door. If the beholder succeeds, the door in question opens. The beholder also wants to attack the characters, so it uses *disintegrate ray* to attack a door only once per round.

Chamber C: If released, the su alpha here immediately attacks the other su alpha. If it cannot reach the other su alpha, it attacks the characters instead.

Chamber D: Empty.

Chamber E: The night hag here betrayed Baba Yaga long ago and was confined as punishment. She hates the ancient crone with a passion and attempts to coerce the characters into releasing her, promising to give them information about Baba Yaga, the hut, and its denizens. If the characters release the night hag without making a pact with her, she attacks, fighting only long enough to escape.

Chamber F: Empty.

Chamber G: If released, the su alpha here immediately attacks the other su alpha. If it cannot reach the other su alpha, it attacks the characters instead.

Chamber H: 1 flamekiss hydra. If released, it attacks the characters.

Special Doorways: A noticeable platform sits on the floor near the doorway to room 7. If a creature stands on the platform, it descends to room 37. When the platform is empty, it returns to the bestiary.

Treasure: A *mask of tears* lies in the chamber of the flamekiss hydra. Years ago, the creature ate an adventurer who was wearing the mask.

Tactics: See the chamber descriptions.

2 Su Alphas — **Level 12 Brute**
Medium fey beast — XP 700 each

HP 149; **Bloodied** 74 — **Initiative** +11
AC 24, **Fortitude** 25, **Reflex** 24, **Will** 23 — **Perception** +10
Speed 7 (forest walk), climb 7 — Darkvision

Standard Actions

Claw ✦ At-Will
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 3d10 + 7 damage.

Backhand Slam ✦ At-Will
Attack: Melee 1 (one creature); +15 vs. Fortitude
Hit: 3d8 + 7 damage, and the alpha pushes the target 1 square.

Su Howl (psychic) **✦ Recharge** when the alpha takes psychic damage
Attack: Close burst 3 (enemies in burst); +15 vs. Will
Hit: 2d10 + 3 psychic damage, and the target gains vulnerable 5 to all damage (save ends).
Miss: Half damage, and the target gains vulnerable 5 to all damage until the end of the alpha's next turn.

Triggered Actions

Flesh-Ripper ✦ At-Will
Trigger: An enemy is pulled, pushed, or slid to a square adjacent to the alpha.
Attack (Immediate Reaction): Melee 1 (one creature); +17 vs. AC
Hit: 1d12 + 6 damage.

Tribal Fury ✦ At-Will
Trigger: An ally within 3 squares is first bloodied.
Effect (Free Action): The alpha uses *claw*.

Psionic Boost (psychic) **✦ Recharge** when the alpha takes psychic damage
Trigger: The alpha hits with *claw, flesh-ripper,* or *backhand slam*.
Effect (Free Action): The attack deals 2d8 extra psychic damage.

Skills Acrobatics +16, Athletics +17, Stealth +16

Str 22 (+12)	**Dex** 20 (+11)	**Wis** 18 (+10)
Con 19 (+10)	**Int** 2 (+2)	**Cha** 15 (+8)

Alignment unaligned — **Languages** –

Night Hag — **Level 14 Lurker**
Medium fey humanoid (shapechanger) — XP 1,000

HP 109; **Bloodied** 54 — **Initiative** +15
AC 27, **Fortitude** 28, **Reflex** 26, **Will** 26 — **Perception** +10
Speed 8 — Darkvision

Traits

Shroud of Night ✦ Aura 10
Within the aura, bright light is dim light, and dim light is darkness.

Standard Actions

Claw ✦ At-Will
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d6 + 6 damage. If the hag has combat advantage against the target, the target is also stunned (save ends).

Dream Haunting (psychic) **✦ At-Will**
Attack: Melee 1 (one stunned or unconscious creature); +18 vs. Will
Hit: 3d6 + 4 psychic damage, and the hag disappears into the target's mind. While in this state, the hag is removed from play and does nothing on subsequent turns but deal 3d6 + 4 psychic damage to the target (no attack roll required). When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.

Wave of Sleep (charm, psychic) **✦ Recharge** ⚁ ⚀
Attack: Close blast 5 (creatures in the blast); +17 vs. Will
Hit: 1d8 + 3 psychic damage, and the target is dazed (save ends).
First Failed Saving Throw: The target is unconscious instead of dazed (save ends).

Minor Actions

Change Shape (polymorph) **✦ At-Will**
Effect: The hag alters its physical form to appear as a crone of any Medium humanoid race until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Arcana +14, Bluff +16, Intimidate +16, Stealth +16

Str 22 (+13)	**Dex** 18 (+11)	**Wis** 17 (+10)
Con 19 (+11)	**Int** 14 (+9)	**Cha** 18 (+11)

Alignment evil — **Languages** Common, Elven

Vampiric Mist Corruptor — **Level 11 Controller**
Medium shadow animate (undead) — XP 600

HP 100; **Bloodied** 50 — **Initiative** +9
AC 25, **Fortitude** 24, **Reflex** 23, **Will** 23 — **Perception** +9
Speed 0, fly 5 (altitude limit 2) — Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 5 radiant

Traits

Siphoning Presence (necrotic, psychic) **✦ Aura** 1
Enemies can't spend healing surges in the aura. When an enemy ends its turn in the aura, it takes 10 necrotic and psychic damage, and the mist gains 5 temporary hit points.

Insubstantial
The mist takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.

Mist Form
The mist can move through openings of any size. It can also enter other creatures' spaces and end its turn there.

Standard Actions

Bite (necrotic) **✦ At-Will**
Attack: Melee 1 (one creature); +14 vs. Fortitude
Hit: 3d6 + 9 necrotic damage, and the mist slides the target up to 2 squares.

Corrupting Gaze (charm, gaze, psychic, necrotic) **✦ Recharge** when no creature is dominated by this power
Attack: Ranged 10 (one creature); +14 vs. Will
Hit: The target is dominated (save ends).
Aftereffect: The target takes 2d8 + 10 necrotic and psychic damage.

Triggered Actions

Deathly Howl ✦ Encounter
Trigger: The mist is first bloodied.
Attack (Free Action): Close burst 5 (enemies in the burst); +14 vs. Fortitude
Hit: The mist pushes the target up to 3 squares, and the target can't spend healing surges (save ends).

Str 7 (+3)	**Dex** 18 (+9)	**Wis** 19 (+9)
Con 20 (+10)	**Int** 7 (+3)	**Cha** 11 (+5)

Alignment evil — **Languages** –

Flamekiss Hydra	**Level 12 Solo Brute**
Large natural beast (reptile)	XP 3,500

HP 496; **Bloodied** 248 — **Initiative** +9
AC 25, **Fortitude** 26, **Reflex** 23, **Will** 22 — **Perception** +15
Speed 5 — All-around vision, darkvision
Resist 10 fire
Saving Throws +5; **Action Points** 2

Traits

All-Around Vision
Enemies can't gain combat advantage by flanking the hydra.

Many Headed
While stunned or dominated, the hydra can take free actions.

Regenerating Heads
The hydra starts an encounter with four heads. When the hydra's hit points first go below 372, 248, and 124, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes cold or acid damage before then.

Threatening Reach
The hydra can make opportunity attacks against enemies within 2 squares of it.

Standard Actions

Bite ✦ At-Will
Attack: Melee 2 (one creature); +17 vs. AC
Hit: 3d12 damage.

Flame Kiss (fire) ✦ **Recharge** when the hydra loses a head
Attack: Close blast 3 (creatures in the blast); +13 vs. Reflex
Hit: 2d8 + 5 fire damage, and ongoing 10 fire damage (save ends). The hydra pushes the target up to 3 squares.

Hydra Fury ✦ At-Will
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either *bite* or *flame kiss* for each attack. If it has only two heads, it gains a +5 bonus to damage rolls with the attacks. If it has only one head, it gains a +15 bonus to damage rolls with the attack.

Triggered Actions

Snapping Jaws ✦ At-Will
Trigger: An enemy ends its turn within 2 squares of the hydra.
Attack (Free Action): The hydra uses *bite* twice against the triggering enemy.

Str 22 (+12)	**Dex** 17 (+9)	**Wis** 18 (+10)
Con 20 (+11)	**Int** 2 (+2)	**Cha** 8 (+5)

Alignment unaligned — **Languages** –

9. Fungus Gardens

Exploration Encounter

This room contains a plethora of strange plants and fungi. A magic pool sits in the center of the room.

Light: Dim violet light throughout.

Read:
This small room is filled with a strange, violet glow that causes you to squint a bit before your eyes adjust. The walls are covered in moss and fungi. A thick, earthy odor permeates the area. The sound of bubbling water comes from up ahead.

The characters enter this room from one of two side chambers. Passage to the central circular area is obscured by thick, hanging vines. If the characters push through the vines, they can reach the center of the room, revealing the central garden and pool.

The garden contains many strange types of fungi, mosses, molds, and plants that Baba Yaga has collected from all over the multiverse. The chamber's violet light allows them to thrive despite the absence of direct sunlight.

Some of the plant life here is edible, but some is poisonous (a DC 20 Arcana, Nature, or Dungeoneering check is enough to tell). If a character eats part of a poisonous plant, the character loses one healing surge. You can add effects if you wish.

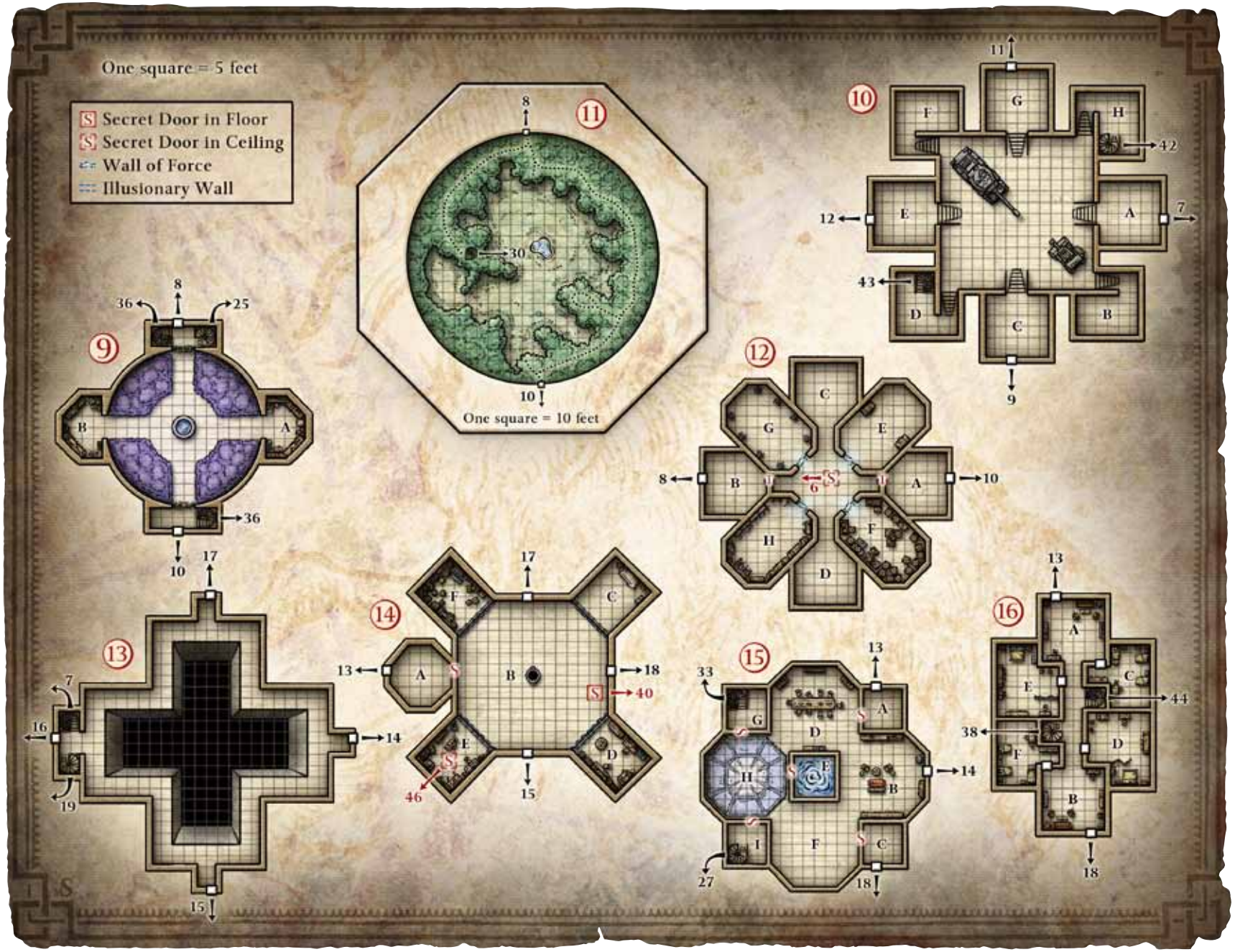
Chambers A and B contain gardening equipment.

The Pool

The pool in the center of the room is full of bubbling cold water that smells of ripe fruit. The pool's border is a short earthen wall.

If a character drinks from the pool, roll a d12 and find the results on the table below. A creature can gain an effect only once per day.

d12	Pool Effect
1	The character takes an amount of damage equal to his or her level. This damage cannot be lessened in any way.
2	The character gains a number of temporary hit points equal to his or her level. These temporary hit points last until the end of the next combat encounter.
3	The character's skin turns yellow or green (your choice) until he or she takes an extended rest.
4	The character's eyes gloss over with a murky film, reducing his or her vision to 5 squares. This effect lasts until the character is the target of a Remove Affliction ritual or until the end of the character's next extended rest.
5	The character takes a -4 penalty to his or her next check or d20 roll.
6	The character gains a +4 bonus to his or her next check or d20 roll.
7	2d6 squawking chickens appear next to the character and follow him or her through the hut. As long as the chickens accompany the party, the characters cannot gain the benefit of a surprise round. An attack against a chicken automatically hits and kills it.
8	All of the character's hair falls out.
9	The character loses one healing surge.
10	The character gains one healing surge.
11	The character takes a -5 penalty to Bluff checks until the end of his or her next extended rest.
12	A weapon or implement the character possesses gains a semblance of intelligence and a whispering voice. It constantly praises the character, which grants him or her a +1 item bonus to attack rolls, ability checks, and skill checks. This effect lasts until the end of the character's next extended rest.


One square = 5 feet
Secret Door in Floor
Secret Door in Ceiling
Wall of Force
Illusionary Wall
One square = 10 feet
9
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16

10. Grand Museum

Exploration Encounter

This room is a museum of strange items that Baba Yaga has collected over the ages.

Light: Bright light.

Read:

This grand room is lit by magical points of light dotted about the ceiling and walls. It is filled with strange items, most of which you do not immediately recognize.

The characters might find useful items here. Fill this room with anything that strikes your fancy. Anything they find can be odd or unusual in terms of the typical medieval fantasy setting.

Beyond whatever you choose to add, the museum contains two items of note. A rusted Soviet JS-1 tank picked up from Earth during World War II sits in the central chamber. Also in this room is a steam-powered war cannon dwarves of another world constructed. Neither device is in operable condition.

11. The Lakeland

Combat Encounter Level 13 (4,800 XP)

The adventurers come upon a vast forest with a small lake in its center. This area is home to a pair of green hags that are among Baba Yaga's trusted friends.

Light: Dim light.

Monsters: 2 green hags, 1 wood woad druid, 2 wood woad juggernauts.

Read:

Here is a dense forest full of trees, bushes, and brambles. A red moon hangs in the night sky, bathing everything in an eerie glow. You hear a few creatures skittering in the near darkness. A narrow, well-worn path beckons you forward.

This room is larger than most of the others in the hut and has been magically imbued with all the resources necessary to support forest life.

If the characters reach the room's center, read:

You come upon a small lake in the forest. Its water glows red from the moon above. Two humanoids that have slight builds and long hair bathe in the water.

The humanoids are green hags that have used *change shape* to appear as twin female elves. Their disguise is a ruse intended to lure the adventurers closer. If engaged in conversation, they are friendly and attempt to coerce the characters to approach. When the characters reach the lake edge, the hags call forth their wood woad servants and attack. If the characters circumvent the lake and continue on, the hags follow and attack from the trees.

The hags are close friends of Baba Yaga and attempt to take the characters alive, if possible, to garner continued favor with the archfey.

Treasure: 8,000 gp in assorted coinage at the bottom of the lake.

Tactics: The hags first use *grasping roots*, following up with *rampant growth* to make it harder for the characters to move around. The wood woad juggernauts fight from the edges of the *rampant growth* zone. The wood woad druid goes after the first adventurer to leave the zone.

2 Green Hags	**Level 12 Controller**
Medium fey humanoid (shapechanger)	XP 700 each
HP 124; **Bloodied** 62	**Initiative** +10
AC 26, **Fortitude** 25, **Reflex** 24, **Will** 23	**Perception** +14
Speed 8 (forest walk, swamp walk), swim 8	Low-light vision
Resist 10 poison	

Standard Actions

Hurl through the Earth (teleportation) ✦ **At-Will**
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d6 + 9 damage.
Effect: The hag teleports the target up to 3 squares.

Grasping Roots ✦ **At-Will**
Attack: Area burst 2 within 5 (creatures in the burst); +15 vs. Reflex
Hit: The target is restrained (save ends).
Miss: The target is slowed until the end of the hag's next turn.

Rampant Growth (zone) ✦ **Encounter**
Attack: Area burst 2 within 5 centered on a creature restrained by *grasping roots* (creatures in the burst); +15 vs. Reflex
Hit: 2d8 + 8 damage.
Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk, and such a creature takes 5 damage for each square of movement in the zone.

Stagnant Miasma (poison, zone) ✦ **Recharge** ⚁ ⚀
Attack: Area burst 2 within 5 (creatures in the burst); +15 vs. Fortitude
Hit: 2d10 + 11 poison damage.
Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage.

Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: The hag alters its physical form to appear as a crone or a young woman of any Medium humanoid race until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Bluff +14, Stealth + 15

Str 21 (+11)	**Dex** 19 (+10)	**Wis** 16 (+9)
Con 20 (+11)	**Int** 15 (+8)	**Cha** 16 (+9)

Alignment evil **Languages** Common, Elven

Wood Woad Druid **Level 14 Skirmisher (Leader)**
Medium fey humanoid (plant) XP 1,000

HP 145; **Bloodied** 72 **Initiative** +14
AC 28, **Fortitude** 27, **Reflex** 25, **Will** 25 **Perception** +17
Speed 5
Immune immobilized, restrained, slowed

Standard Actions

⊕ **Cudgel** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 3d6 + 11 damage.

⸸ **Darting Strike** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 3d6 + 11 damage.
Effect: Before or after the attack, the druid can shift up to 2 squares.

⸸ **Polymorph into Plant** (polymorph) ✦ **Recharge** if the power misses
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.

Move Actions

Earthen Stride ✦ **At-Will**
Effect: The druid and one ally adjacent to it can each shift up to 2 squares.

Minor Actions

Nature's Boon ✦ **Encounter**
Effect: Close burst 5 (one plant ally in the burst). The target gains 25 temporary hit points.

Skills Endurance +19, Heal +17, Nature +17
Str 17 (+10) **Dex** 20 (+12) **Wis** 21 (+12)
Con 25 (+14) **Int** 15 (+9) **Cha** 15 (+9)
Alignment unaligned **Languages** Common, Elven
Equipment cudgel

2 Wood Woad Juggernauts **Level 15 Brute**
Large fey humanoid (plant) XP 1,200 each

HP 160; **Bloodied** 80 **Initiative** +10
AC 27, **Fortitude** 28, **Reflex** 25, **Will** 27 **Perception** +12
Speed 5

Traits

Juggernaut Charge
The juggernaut has resist 15 to all damage while charging.

Standard Actions

⊕ **Slam** ✦ **At-Will**
Attack: Melee 2 (one creature); +20 vs. AC
Hit: 3d8 + 15 damage.

⸸ **Nature's Reign** (healing) ✦ **Recharge** ⚁ ⚂
Attack: Melee 2 (one creature); +20 vs. AC
Hit: 3d12 + 14 damage, and ongoing 10 damage (save ends). Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points.

Str 20 (+12) **Dex** 17 (+10) **Wis** 21 (+12)
Con 23 (+13) **Int** 15 (+9) **Cha** 15 (+9)
Alignment unaligned **Languages** Common, Elven

12. The Vaults

Skill Challenge Level 15 (3,600 XP) and Combat Encounter (Varies)

The vaults contain some of Baba Yaga's most prized possessions, guarded by enchanted servitors. Accessing the treasures requires a skill challenge that might unleash multiple guardians.

Light: Bright magical light.

Monsters: 1 abyssal basilisk, 2 flesh golems, 2 yagnodemons, 1 death knight.

If the characters enter chamber A or B, read:
You enter a small room made of stone, unadorned except for a heavy wooden door opposite you.

These chambers are anterooms. The wooden doors are locked (Athletics DC 29 to break; Thievery DC 29 to open). A character who opens one of these doors is attacked by the *curse of fused bones*.

When the adventurers enter the center of the vault, read:
You are in a grand series of chambers made of stone. The ceiling is 30 feet above the floor. Four shimmering doors of magical force connect to side chambers, within which you can see piles of treasure guarded by monsters. Several multicolored streams of light connect the force doors to the center of the main chamber's ceiling, which is etched with glowing runes.

Magical force doors protect the treasures held within. Characters can see the following details.

Chamber C (Unsealed): Broken gear is strewn about this open chamber. A yagnodemon lurks here.

Chamber D (Unsealed): A flesh golem waits in this dusty and otherwise empty open chamber.

Chamber E: A yagnodemon guards chests brimming with coins, gems, and interesting baubles.

Treasure: 10,000 gp in assorted coinage, as well as various gems worth 5,000 gp total.

Chamber F: An abyssal basilisk guards several wooden crates containing unique trinkets.

Treasure: +4 collar of recovery, belt of the witch king.

Chamber G: A death knight guards weapons, staffs, wands, orbs, and tomes arranged on shelves.

Treasure: +4 feyslaughter longsword, +4 staff of the magi.

Chamber H: A flesh golem guards several suits of armor on stands.

Treasure: +4 hide summoned armor, +3 hide armor of durability.

None of the monsters attack until the characters have succeeded or failed on an attempt to open a door. If the characters begin combat by attacking a monster that has not attacked them, the guardians of two chambers, including the open one (if any), teleport into the central area to attack alongside the demon and golem in the unsealed chambers.

Tactics: The abyssal basilisk moves around the edges of the battle, avoiding melee. The flesh golems

team up with other creatures to attack the nearest enemy, flanking if possible. If their quarry gets away, they move on to the next nearest enemy. The yagnodemons seek to lock down ranged or spellcasting enemies with *abyssal harpoon*. They use *acid breath* as soon as they can catch two or more enemies in the blast. The death knight favors heavily armored foes.

Opening the Vault Door

Passing through any of the magic doors is no easy task. The multicolored streams of light swirling about the main room must be redirected in specific ways to open each door. The adventurers can open a single door by succeeding at this skill challenge. After they have done so, they gain enough understanding of the magic to be able to open the other doors without facing this challenge again.

Level: 15 (3,600 XP)

Complexity: 3 (requires 8 successes before 3 failures).

Time Frame: Each character can make a check once per round as a standard action.

Primary Skills: Arcana, Athletics, Thievery.

Arcana (DC 30, four successes maximum): The character harnesses and redirects one of the magical streams.

Athletics (DC 30, four successes maximum): The character bashes at the magical force door and adjacent structure, weakening the door.

Thievery (DC 30, four successes maximum): The character uses mundane means to redirect one of the magical streams.

Secondary Skills: Dungeoneering, History, Insight, Perception.

Note: Using any of these skills grants no successes or failures on the skill challenge, but a successful check grants a +2 bonus to the party's next primary skill check.

Dungeoneering (DC 22): The character discovers a weakness in the vault walls.

Abyssal Basilisk	**Level 13 Artillery**
Large elemental beast (reptile)	XP 800
HP 106; **Bloodied** 53	**Initiative** +7
AC 27, **Fortitude** 26, **Reflex** 23, **Will** 23	**Perception** +13
Speed 4	
Standard Actions	
⊕ **Bite** ✦ **At-Will**	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d10 + 5 damage.	
✻ **Gaze of Abyssal Horror** (charm, psychic) ✦ **At-Will**	
Attack: Area burst 1 within 10 (creatures in the burst); +18 vs. Will	
Hit: 2d8 + 2 psychic damage, and ongoing 10 psychic damage (save ends).	
First Failed Saving Throw: The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
Second Failed Saving Throw: The target takes ongoing 10 psychic damage and is dominated (save ends both).	
Skills Stealth + 12	
Str 19 (+10) **Dex** 12 (+7)	**Wis** 14 (+8)
Con 22 (+12) **Int** 2 (+2)	**Cha** 8 (+5)
Alignment chaotic evil **Languages** –	

History (DC 22): The character remembers a useful bit of Baba Yaga's history and the lore surrounding her spellcasting capabilities.

Insight (DC 22): The character studies the reactions of one of the monster guardians and picks up clues about the right way to open the door.

Perception (DC 22): The character notices strange fluctuations in the streams.

Success: How successful the characters are depends on how many failures they accrue while succeeding. If the characters succeed with no failed primary skill checks, the door opens, and the guardians do not attack. If the characters succeed with one failed primary skill check, the door opens. However, the guardian in that chamber attacks alongside the demon and golem in the unsealed chambers. If the characters succeed with two failed primary checks, the door opens, but the guardian of that chamber attacks alongside the demon and the golem. In addition, the guardian of a random chamber teleports into the central area to join the fight.

2 Flesh Golems	**Level 12 Elite Brute**
Large natural animate (construct)	XP 1,400 each
HP 304; **Bloodied** 152	**Initiative** +4
AC 24, **Fortitude** 26, **Reflex** 21, **Will** 21	**Perception** +5
Speed 6 (cannot shift)	Darkvision
Resist 10 cold	
Saving Throws +2; **Action Points** 1	
Traits	
Primal Fear	
When the golem takes fire damage from an attack, it takes a free action to move up to its speed, and each square it moves must place it farther from the attacker. If it cannot move at least half its speed, it grants combat advantage until the end of its next turn.	
Life-Giving Jolt	
When the golem takes lightning damage, it can make a basic attack as a free action.	
Standard Actions	
⊕ **Slam** ✦ **At-Will**	
Attack: Melee 2 (one creature); +17 vs. AC, or +19 vs. AC while the golem is bloodied	
Hit: 3d10 + 9 damage.	
⚸ **Double Attack** ✦ **At-Will**	
Effect: The golem uses *slam* twice. Each attack knocks the target prone if it hits.	
⚸ **Golem Rampage** ✦ **Recharge** ⚁ ⚂	
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters a creature's space, it uses *slam* against that creature.	
Triggered Actions	
⚸ **Berserk Attack** ✦ **At-Will**	
Trigger: An attack damages the golem while it is bloodied.	
Effect (Immediate Reaction): The golem uses *slam* against a random target within its reach.	
Str 20 (+11) **Dex** 7 (+4)	**Wis** 8 (+5)
Con 22 (+12) **Int** 3 (+2)	**Cha** 3 (+2)
Alignment unaligned **Languages** –	

Failure: The door opens, but guardians in the opened chamber and those in one other chamber teleport into the central area to attack the party. The demon and golem in the unsealed chambers join in.

The additional foe is always the death knight if it was not in the targeted chamber. Otherwise, determine the additional foe randomly.

2 Yagnodemons **Level 15 Soldier**
Large elemental humanoid (demon) XP 1,200 each

HP 147; **Bloodied** 73 **Initiative** +11
AC 30, **Fortitude** 29, **Reflex** 26, **Will** 27 **Perception** +16
Speed 8, teleport 4 Low-light vision

Standard Actions

Abyssal Harpoon (weapon) ✦ **At-Will**
Attack: Melee 3 (one creature); +20 vs. AC
Hit: 3d10 + 7 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d10 extra damage.

Acid Breath (acid) ✦ **Encounter**
Attack: Close blast 3 (creatures in blast); +18 vs. Fortitude
Hit: 4d6 + 9 acid damage, and the target is blinded (save ends).

Triggered Actions

Lightning Discharge (lightning) ✦ **Recharge** ⚁ ⚂
Trigger: The yagnodemon hits with a melee attack.
Effect (Free Action): The triggering attack deals 1d8 extra lightning damage, or 2d8 extra lightning damage if the yagnodemon is bloodied.

Soul Reaper ✦ **At-Will**
Trigger: The yagnodemon reduces an enemy to 0 hit points or fewer.
Effect (No Action): The yagnodemon gains 10 temporary hit points.

Variable Resistance ✦ **2/Encounter**
Trigger: The yagnodemon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The yagnodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

Skills Athletics +19, Insight +16, Intimidate +14

Str 24 (+14)	**Dex** 15 (+9)	**Wis** 19 (+11)
Con 19 (+11)	**Int** 16 (+10)	**Cha** 14 (+9)

Alignment chaotic evil **Languages** Abyssal, Common
Equipment abyssal harpoon

Death Knight **Level 17 Elite Soldier**
Medium natural humanoid (undead) XP 3,200

HP 324; **Bloodied** 162 **Initiative** +11
AC 33, **Fortitude** 31, **Reflex** 27, **Will** 29 **Perception** +8
Speed 5 Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
Saving Throws +2; **Action Points** 1

Traits

Marshal Undead ✦ **Aura** 10
Undead allies of level 17 or lower gain a +2 power bonus to attack rolls while in the aura.

Standard Actions

Soulsword (necrotic, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 3d8 + 12 necrotic damage.
Effect: The death knight marks the target until the end of the death knight's next turn.

Containing Strike (necrotic, weapon) ✦ **At-Will**
Requirement: The death knight must be wielding a soulsword.
Attack: Melee 1 (one or two creatures); +22 vs. AC
Hit: 3d8 + 12 necrotic damage, and the target is slowed until the end of the death knight's next turn.
Effect: The death knight marks the target until the end of the death knight's next turn.

Unholy Flames (fire, necrotic) ✦ **Recharge** ⚁ ⚂
Attack: Close burst 2 (living creatures in the burst); +20 vs. Reflex
Hit: 6d8 + 12 fire and necrotic damage.
Effect: Each undead ally in the burst deals 2d6 extra fire damage with melee attacks until the end of the death knight's next turn.

Warrior's Challenge (necrotic, weapon) ✦ **Encounter**
Requirement: The death knight must be wielding a soulsword.
Attack: Melee 1 (one or two creatures); +22 vs. AC
Hit: 4d8 + 19 necrotic damage, and the death knight pushes the target up to 2 squares. The death knight marks each enemy within 2 squares of the target until the end of the death knight's next turn.

Triggered Actions

Combat Challenge ✦ **At-Will**
Trigger: An enemy adjacent to and marked by the death knight shifts or makes an attack that doesn't include it as a target.
Effect (Opportunity Action): The death knight uses *soulsword* against the triggering enemy.

Implacable ✦ **At-Will**
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.

Str 20 (+13)	**Dex** 12 (+9)	**Wis** 11 (+8)
Con 18 (+12)	**Int** 13 (+9)	**Cha** 14 (+10)

Alignment evil **Languages** Common
Equipment plate armor, heavy shield

13. Astral Hall

Exploration Encounter

This room contains a strange magic pit that leads to the Astral Sea.

Light: Darkness. Even if the adventurers light the room, the pit remains dark.

Read:
This room is completely dark, but the pit in the floor seems to be full of stars.

Any creature or item that falls into the pit is transported to a random point in the Astral Sea (Arcana or Religion DC 22 to discern this information).

Characters can attempt a DC 30 Arcana check to manipulate the magical energy of the pit. Success means that the pit connects to a specific point in the Astral Sea for one minute. Thus, if all members of the party go through during that minute, they end up in the same place.

14. Baba Yaga's Chambers

Combat Encounter Level 17 (8,000 XP)

This room contains Baba Yaga's personal chambers.

Light: Bright magical light.

Monsters: 1 Baba Yaga simulacrum, 1 clay golem, 1 slime devil, 1 night hag.

If the party enters from room 13, read:
This is a small, octagonal stone chamber illuminated with magical light.

Leading to chamber B is a secret door (Perception DC 22 to find). It is locked (Athletics DC 30 to break; Thievery DC 22 to open).

If the characters enter chamber B from any location other than chamber E, read:
You enter a large, octagonal stone chamber that is filled with magical light. The chamber is dotted with a few articles of furniture, and the walls are adorned with magnificent tapestries that depict Baba Yaga engaged in battle. Four silk curtains separate this chamber from others beyond. A large, roughly finished statue stands in the middle of the chamber, an enormous metal cauldron at its feet.

Next to the cauldron are two identical crones dressed in matching peasant clothes. They speak in one voice. "Who dares interrupt Baba Yaga?"

Insight DC 33: *One of the crones is trying very hard to mimic the other. She also appears less imperious and self-satisfied. Her appearance is likely to be a disguise.*

The two crones are the Baba Yaga simulacrum and a night hag that has used *change shape* to take the archfey's form. The statue is a clay golem. A slime devil hides in the cauldron, out of sight at first.

If the party enters from room 46, read:
You drop down into a square stone chamber illuminated with magical light. It is filled with the arcane accoutrements required for crafting magic items. A silk curtain hangs on one wall.

Chamber C: This chamber is where Baba Yaga sleeps on a straw-filled mattress on the floor.

Chambers D and E: In each chamber, tables and shelves lining the perimeter hold equipment for crafting magic items.

Chamber F: This chamber contains a large loom and several crates filled with bolts of heavy thread of various colors.

Special Doorways: Chamber E contains a trapdoor in the ceiling that leads to room 46. This door is cursed. Any character who touches the door is attacked by the *curse of the mad mind*.

Tactics: Baba Yaga's simulacrum uses *subjugation curse* and *curse the hut* to begin combat, and then stays on the move with *sweep the battlefield*. The night hag uses *dream haunting* as often as possible, focusing on the strongest enemy. The slime devil starts hidden in the cauldron, emerging to use *diabolical engulfment*. The clay golem protects the simulacrum.

Baba Yaga's Cauldron

The large metal cauldron in chamber B is a magic item that Baba Yaga uses to temporarily bolster items and heal creatures placed within it. A character trained in Arcana discerns that the cauldron is a magic item. A successful DC 22 Arcana check reveals one of the special properties of the cauldron described below.

- A magic weapon, implement, armor, or neck-slot item placed in the cauldron for 1 minute has its enhancement bonus increased by 1 for 24 hours. Placing an item in the cauldron while it has this benefit removes the benefit. Once six items have gained this benefit, this effect ceases to function for 24 hours.
- A creature that stands in the cauldron for 1 minute regains hit points as if it had spent a healing surge. Any single creature can benefit from this effect only once in 24 hours.

The cauldron cannot be removed from this chamber.

Baba Yaga's Bed

A character who has training in Arcana discerns that this straw mattress is a magic item. Unless a creature is afflicted by one of Baba Yaga's curses, touching the mattress for one minute grants the creature the benefit of an extended rest. Additionally, the creature gains an extra action point that must be used during the creature's next combat encounter or it is lost. (The creature can use up to two action points during that encounter.) Once a creature has gained these

benefits, it cannot gain them again until after it has taken three extended rests.

The bed cannot be removed from this chamber.

Clay Golem **Level 15 Elite Brute**
Large natural animate (construct) XP 2,400

HP 368; **Bloodied** 184 **Initiative** +9; see also *hasty reaction*
AC 27, **Fortitude** 28, **Reflex** 24, **Will** 26 **Perception** +11
Speed 6 (cannot shift) Darkvision
Immune disease, poison, sleep
Saving Throws +2; **Action Points** 1

Traits

Aura of Misjudgment ✦ **Aura** 3
Enemies in the aura cannot shift.

Hasty Reaction
A clay golem rolls initiative twice, taking the higher of the two results.

Standard Actions

Slam ✦ **At-Will**
Attack: Melee 2 (one creature); +20 vs. AC
Hit: 3d10 + 13 damage, and the target cannot regain hit points (save ends).

Clay Smash ✦ **At-Will**
Effect: The clay golem uses *slam* twice.

Move Actions

Unstoppable ✦ **Encounter**
Effect: The golem can move up to 8 squares. It can move through enemy spaces and has resist 10 all during this movement.

Triggered Actions

Berserk Attack ✦ **At-Will**
Trigger: An attack damages the golem while it is bloodied.
Effect (Immediate Reaction): The golem uses *slam* against a random target within its reach.

Str 26 (+15) **Dex** 14 (+9) **Wis** 18 (+11)
Con 24 (+14) **Int** 3 (+3) **Cha** 3 (+3)
Alignment unaligned **Languages** –

Baba Yaga's Simulacrum **Level 17 Elite Controller**
Medium natural animate (construct) XP 3,200

HP 324; **Bloodied** 162 **Initiative** +9
AC 31, **Fortitude** 29, **Reflex** 31, **Will** 27 **Perception** +16
Speed 6 Blindsight 3
Saving Throws +2; **Action Points** 1

Traits

Slippery Mind
Any dazing, dominating, or stunning effect on the simulacrum ends at the start of its turn.

Standard Actions

Broomstick (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 3d8 + 12 damage, and the simulacrum can slide the target up to 3 squares.

Throw Broomstick (weapon) ✦ **At-Will**
Attack: Ranged 10 (one creature); +22 vs. AC
Hit: 3d8 + 12 damage, and the simulacrum knocks the target prone.
Effect: The broomstick instantly returns to the simulacrum's hand, ready for use.

Subjugation Curse (charm, psychic) ✦ **Recharge** ⚁ ⚂
Attack: Ranged 5 (one creature); +20 vs. Will
Hit: 2d8 + 10 psychic damage, and the target is dazed (save ends).
First Failed Saving Throw: The target is dominated (save ends).

Move Actions

Sweep the Battlefield (teleportation) ✦ **At-Will** (1/round)
Effect: The simulacrum teleports up to 5 squares and makes a basic attack.

Minor Actions

Curse the Hut ✦ **Recharge** when the simulacrum spends an action point
Effect: Close burst 10 (one enemy in the burst); one of Baba Yaga's curses (pages 7-8) attacks the target. Until the end of the encounter, the curse remains in the space from which it first attacked. While it remains, the curse triggers and attacks any enemy that enters the space.

Skills Arcana +20
Str 21 (+13) **Dex** 12 (+9) **Wis** 16 (+11)
Con 18 (+12) **Int** 24 (+15) **Cha** 12 (+9)
Alignment evil **Languages** Common, Elven
Equipment robes, broomstick

Slime Devil **Level 16 Lurker**
Medium immortal humanoid (devil, ooze) XP 1,400

HP 123; **Bloodied** 61 **Initiative** +18
AC 30, **Fortitude** 28, **Reflex** 29, **Will** 28 **Perception** +13
Speed 6, swim 6 Darkvision
Resist 20 acid

Traits

Mercurial Body
The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving.

Standard Actions

Caustic Slam (acid) ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. Fortitude
Hit: 3d8 + 11 acid damage.

Diabolical Engulfment (acid) ✦ **At-Will**
Attack: Melee 1 (one Medium or smaller enemy); +19 vs. Reflex
Hit: The devil grabs the target and shifts 1 square into the target's square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target.

Acidic Tendrils (acid) ✦ **Recharge** ⚁ ⚂
Attack: Melee 3 (one, two, or three creatures); +19 vs. Reflex
Hit: 1d8 + 7 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares.

Minor Actions

Scour the Mind (psychic) ✦ **At-Will** (1/round)
Attack: Melee 1 (one creature grabbed by the devil); +19 vs. Will
Hit: The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 11 psychic damage.

Skills Bluff +12, Acrobatics +19, Stealth +19
Str 18 (+12) **Dex** 22 (+14) **Wis** 20 (+13)
Con 21 (+13) **Int** 17 (+11) **Cha** 8 (+7)
Alignment evil **Languages** Supernal, telepathy 5

Night Hag	**Level 14 Lurker**
Medium fey humanoid (shapechanger)	XP 1,000
HP 109; **Bloodied** 54	**Initiative** +15
AC 27, **Fortitude** 28, **Reflex** 26, **Will** 26	**Perception** +10
Speed 8	Darkvision

Traits

Shroud of Night ✦ Aura 10

Within the aura, bright light is dim light, and dim light is darkness.

Standard Actions

Claw ✦ At-Will

Attack: Melee 1 (one creature); +19 vs. AC

Hit: 1d6 + 6 damage. If the hag has combat advantage against the target, the target is also stunned (save ends).

Dream Haunting (psychic) **✦ At-Will**

Attack: Melee 1 (one stunned or unconscious creature); +18 vs. Will

Hit: 3d6 + 4 psychic damage, and the hag disappears into the target's mind. While in this state, the hag is removed from play and does nothing on subsequent turns but deal 3d6 + 4 psychic damage to the target (no attack roll required). When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.

Wave of Sleep (charm, psychic) **✦ Recharge**

Attack: Close blast 5 (creatures in the blast); +17 vs. Will

Hit: 1d8 + 3 psychic damage, and the target is dazed (save ends).

First Failed Saving Throw: The target is unconscious instead of dazed (save ends).

Minor Actions

Change Shape (polymorph) **✦ At-Will**

Effect: The hag alters its physical form to appear as a crone of any Medium humanoid race until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Arcana +14, Bluff +16, Intimidate +16, Stealth +16

Str 22 (+13)	**Dex** 18 (+11)	**Wis** 17 (+10)
Con 19 (+11)	**Int** 14 (+9)	**Cha** 18 (+11)

Alignment evil **Languages** Common, Elven

15. Natasha's Chambers

Combat Encounter Level 15 (6,800 XP)

The adventurers come upon the former chambers of Natasha the Dark, one of Baba Yaga's adopted daughters, who left the hut ages ago and is now known as Iggwilv. Recently, Elena brought forth a dream version of Natasha that has come to call this room home.

Light: Bright magical light.

Monsters: Natasha, dream witch; 2 ruin demons; 1 mirror mimic.

If the adventurers enter chambers A, C, G, or I from other rooms, read:

You find yourself in a small, square stone chamber illuminated with magical light.

These four antechambers are empty except for the spiral staircases in chambers G and I. Each chamber also contains a secret door (Perception DC 23 to find), as shown on the map.

When the characters enter the large area (chambers B, D, F and H), read:

The four alcoves making up this area are crafted from fine stonework and filled with magical light.

When the party enters, Natasha approaches them. When she first meets the characters, she is friendly, even gracious. However, her kindly demeanor is a ruse to size up the intruders.

Chambers B and D: Each of these parlors contains several expensive pieces of furniture.

Chamber F: This area is empty.

Chamber H: A large, ornate rug fills the floor in this area.

Chamber E: On the wall adjacent to chamber H is a secret door (Perception DC 30) that leads to this chamber. In the 2-by-2-square area in the center of the chamber is a swirling miasma of energy. Any creature that touches this energy is wracked with its worst nightmares, becoming dazed (save ends).

Treasure: One set of *cat paws* and one large gemstone worth 5,000 gp.

Natasha

Natasha is a nearly perfect replica of Natasha the Dark as she was when she inhabited the hut. Several years ago, as Elena spiraled into madness, she unwittingly brought forth a dream version of her "sister" while in the conjuring hall (room 28).

Natasha is much like her inspiration: a striking human woman, tall and slim, with long, black hair and alabaster skin. Because she is really from Elena's subconscious, she is unable to harm Elena physically. Her nightmare servitors are also unable to harm Elena.

Natasha is vain to the extreme, exuding an air of confidence that few can resist. At her core, though, she is vile and corrupt. She wants to unbind herself from the hut and believes, rightly so, that Elena's death will set her free. To this end, she seeks out anyone she might manipulate into killing Elena.

Most of the hut's inhabitants won't help her because they don't want to incur the wrath of Baba Yaga, who still cares for Elena. Thus, Natasha uses every ruse she can devise to convince the adventurers to do the deed. If they resist several manipulation attempts, she tries to lure them into a trap elsewhere in the hut or simply attacks them.

Nightmare Servitors

Natasha is accompanied by three nightmare creatures that she brought with her from the Plane of Dream. Each monster appears as an item that she has with her at all times. As a free action, Natasha can call upon the monsters to appear in their true forms adjacent to her.

Chitin Pauldrons: These items sit on her shoulders. Each is a ruin demon in disguise.

Natasha, Dream Witch **Level 16 Elite Controller**
Medium aberrant humanoid XP 2,800

HP 310; **Bloodied** 155 **Initiative** +10
AC 30, **Fortitude** 27, **Reflex** 29, **Will** 28 **Perception** +16
Speed 6 Blindsight 5
Immune charm, fear
Saving Throws +2; **Action Points** 1

Traits

Regeneration
Natasha regains 10 hit points whenever she starts her turn and has at least 1 hit point. When Natasha takes radiant damage, her regeneration does not function on her next turn.

Action Recovery
When Natasha ends her turn, any dazing, dominating, or stunning effect on her ends.

Standard Actions

Dagger (teleportation, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d8 + 10 damage, and Natasha teleports the target up to 2 squares.

Entrancing Flames (charm, fire) ✦ **At-Will**
Attack: Ranged 10 (one creature); +19 vs. Reflex
Hit: 2d8 + 5 fire damage, ongoing 10 fire damage, and the target is slowed (save ends both).
First Failed Saving Throw: The target is also dazed (save ends all).

Double Attack ✦ **At-Will**
Effect: Natasha makes two basic attacks.

Nightmare Wave (illusion, psychic) ✦ **Recharge**
Attack: Close blast 5 (enemies in the blast); +19 vs. Will
Hit: 2d8 + 5 psychic damage, ongoing 10 psychic damage, and the target is slowed (save ends both).
Miss: Half damage, and the target is slowed (save ends).
Effect: Natasha teleports up to 6 squares to a square within or adjacent to the blast area.

Triggered Actions

Nightmare Jaunt (psychic) ✦ **Recharge** if the power misses
Trigger: An enemy hits Natasha with an attack.
Attack (Immediate Reaction): Close burst 10 (triggering enemy in the burst); +19 vs. Will
Hit: 2d12 + 5 psychic damage, and the target is removed from play until the start of Natasha's next turn. The target then reappears in an unoccupied space of Natasha's choice within 5 squares of Natasha. When it reappears, the target is dazed (save ends).

Skills Arcana +20, Bluff +18, Insight +16, Thievery +15
Str 8 (+7) **Dex** 14 (+10) **Wis** 16 (+11)
Con 19 (+12) **Int** 24 (+15) **Cha** 21 (+13)
Alignment chaotic evil **Languages** Abyssal, Common, Deep Speech
Equipment robes, dagger

Hand Mirror: This item, which she carries in one hand, is a mirror mimic in disguise.

Tactics: If Natasha is provoked into combat or if she learns that the adventurers are allied with Elena, she attacks. She uses *double attack* most of the time, focusing on spellcasters and healers as she discovers the adventurers' capabilities. She uses *nightmare wave* whenever it is available and she can catch three enemies in the area.

The ruin demons stays in the midst of enemies as much as possible to take advantage of their *swarm attack* aura. They use *vile infestation* on enemies in melee combat with Natasha.

The mirror mimic uses *body duplication* to copy the first enemy that approaches it. It uses *body transfer* to stay out of harm's way.

2 Ruin Demons **Level 16 Skirmisher**
Medium elemental humanoid (demon, swarm) XP 1,400 each

HP 153; **Bloodied** 76 **Initiative** +17
AC 30, **Fortitude** 26, **Reflex** 30, **Will** 28 **Perception** +13
Speed 4, fly 6 (hover) Darkvision
Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

Traits

☼ Swarm Attack ✦ Aura 1
Any enemy that starts its turn within the aura takes 10 damage.

Swarm
The ruin demon swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures that comprise it.

Standard Actions

⊕ Vile Swarm ✦ At-Will
Attack: Melee 1 (one creature); +19 vs. Reflex
Hit: 1d6 + 7 damage, and ongoing 10 damage (save ends).

† Vile Infestation (charm) **✦ Encounter**
Attack: Melee 1 (one creature); +19 vs. Fortitude
Hit: The target is dominated and takes ongoing 10 damage (save ends both). The ruin demon enters the target's square and is removed from play until the effect ends. When the effect ends, the ruin demon appears in an unoccupied square adjacent to the target.

Str 10 (+8)	**Dex** 25 (+15)	**Wis** 20 (+13)
Con 17 (+11)	**Int** 10 (+8)	**Cha** 16 (+11)

Alignment chaotic evil **Languages** Abyssal

Mirror Mimic **Level 15 Lurker**
Medium aberrant magical beast XP 1,200

HP 118; **Bloodied** 59 **Initiative** +16
AC 29, **Fortitude** 27, **Reflex** 27, **Will** 27 **Perception** +13
Speed 6, phasing Darkvision, tremorsense 5

Standard Actions

⊕ Slam ✦ At-Will
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 3d8 + 10 damage.

† Body Duplication (conjuration, polymorph, psychic, teleportation) **✦ Recharge** when the mimic has no duplicates
Attack: Melee 1 (one Medium creature); +18 vs. Will
Hit: The mimic assumes the form of the target and teleports up to 3 squares. The mimic also conjures three duplicates of the target within 3 squares of it. The duplicates can be attacked and have the same defenses as the mimic. The mimic can take a minor action to move each of the duplicates up to its speed. A creature must succeed on a DC 35 Insight check to tell the difference between the mimic and the duplicates.
Each duplicate lasts until it takes any damage, which destroys it. When a duplicate is destroyed, the target takes 3d8 + 10 psychic damage. When all the duplicates are destroyed, the mimic reverts to its normal form.

Move Actions

Body Transfer (teleportation) **✦ At-Will**
Requirement: The mimic must have at least one duplicate created by *body duplication*.
Effect: The mimic teleports, secretly swapping places with one of its duplicates within 10 squares of it. Its next attack before the end of the turn deals 8 extra damage.

Skills Bluff +19 (+23 while the mimic is duplicating a creature), Stealth +17

Str 17 (+10)	**Dex** 21 (+12)	**Wis** 22 (+13)
Con 22 (+13)	**Int** 20 (+12)	**Cha** 25 (+14)

Alignment unaligned **Languages** Common, Deep Speech

16. Guest Rooms

Combat Encounter Level 14 (5,200 XP)

Baba Yaga has reserved these guest rooms for hag visitors. Several hags are here currently and do not take kindly to intruders.

Perception DC 20: The character hears voices or, perhaps, chanting.

Light: Dim light provided by braziers.

Monsters: 3 annis hags, 1 night hag.

Read:
This area is constructed of simple stone masonry combined with heavy timber pilasters and rafters. Everything is dimly illuminated by regularly spaced braziers containing burning embers.

Nothing of importance is within chambers A and B. Chambers C, D, and E each hold one annis hag, and the night hag occupies chamber F. The hags can be in other rooms, however, visiting with one another.

As the adventurers progress down the central hallway, they might come upon the hags venturing out of their quarters. Each hag has used *change shape* to appear as you choose, hoping to fool intruders. When engaged in conversation, a hag is friendly but manipulative. Ultimately, the hags want to capture the adventurers to gain favor with Baba Yaga.

Treasure: The night hag has a gemstone (7,500 gp) she intends to give to Baba Yaga as tribute.

Tactics: The annis hags boldly move to lock down ranged or area attackers. The night hag focuses *dream haunting* on a strong enemy.

3 Annis Hags — **Level 16 Brute**
Medium fey humanoid — XP 1,400 each

HP 188; **Bloodied** 94 — **Initiative** +13
AC 28, **Fortitude** 29, **Reflex** 28, **Will** 27 — **Perception** +12
Speed 7 — Low-light vision

Standard Actions

Claw ✦ At-Will
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d10 + 14 damage, and the hag grabs the target (escape DC 22).

Rend ✦ At-Will
Attack: Melee 1 (one creature grabbed by the hag); +19 vs. Fortitude
Hit: 3d10 + 21 damage.

Minor Actions

Change Shape (polymorph) **✦ At-Will**
Effect: The hag alters its physical form to appear as a female of any Medium humanoid race until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 36 Insight check to discern that the form is a disguise.

Triggered Actions

Mind Fog (charm, psychic) **✦ Recharge** when first bloodied
Trigger: An enemy hits the hag with a melee attack.
Attack (Immediate Reaction): Close burst 2 (triggering enemy in the burst); +19 vs. Will
Hit: 2d10 + 12 psychic damage, and the hag slides the target up to 2 squares to a square adjacent to the hag. The target grants combat advantage until the end of the hag's next turn.

Skills Athletics +19, Bluff +14
Str 23 (+14) **Dex** 21 (+13) **Wis** 18 (+12)
Con 18 (+12) **Int** 12 (+9) **Cha** 12 (+9)
Alignment evil **Languages** Common, Elven

Night Hag — **Level 14 Lurker**
Medium fey humanoid (shapechanger) — XP 1,000

HP 109; **Bloodied** 54 — **Initiative** +15
AC 27, **Fortitude** 28, **Reflex** 26, **Will** 26 — **Perception** +10
Speed 8 — Darkvision

Traits

Shroud of Night ✦ Aura 10
Within the aura, bright light is dim light, and dim light is darkness.

Standard Actions

Claw ✦ At-Will
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d6 + 6 damage. If the hag has combat advantage against the target, the target is also stunned (save ends).

Dream Haunting (psychic) **✦ At-Will**
Attack: Melee 1 (one stunned or unconscious creature); +18 vs. Will
Hit: 3d6 + 4 psychic damage, and the hag disappears into the target's mind. While in this state, the hag is removed from play and does nothing on subsequent turns but deal 3d6 + 4 psychic damage to the target (no attack roll required). When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.

Wave of Sleep (charm, psychic) **✦ Recharge** ⚁ ⚀
Attack: Close blast 5 (creatures in the blast); +17 vs. Will
Hit: 1d8 + 3 psychic damage, and the target is dazed (save ends).
First Failed Saving Throw: The target is unconscious instead of dazed (save ends).

Minor Actions

Change Shape (polymorph) **✦ At-Will**
Effect: The hag alters its physical form to appear as a crone of any Medium humanoid race until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.

Skills Arcana +14, Bluff +16, Intimidate +16, Stealth +16
Str 22 (+13) **Dex** 18 (+11) **Wis** 17 (+10)
Con 19 (+11) **Int** 14 (+9) **Cha** 18 (+11)
Alignment evil **Languages** Common, Elven

17. Elena's Chambers

Combat Encounter Level 16 (7,000 XP)

The adventurers come upon the home of Elena the Fair, who has fallen to madness. Her consort, a passion devil posing as a human, manipulates her. Two ladies in waiting, annis hags disguised as beautiful elves, work to further corrupt her.

Perception DC 26: The character hears muffled voices emanating from farther inside the room.

Light: Bright magical light throughout.

Monsters: Elena, mad witch; 1 passion devil; 2 annis hags.

Read:
You stand at the edge of a series of interconnected circular chambers. Magical light permeates the area.

All chambers except for chamber E contain assorted furniture, tapestries, paintings, statuary, bookshelves, and so forth. Fill these chambers with whatever you want, including treasure.

Chamber E is of special note. It sits at the center of the room and is Elena's bedchamber. It can be accessed through secret doors (Perception DC 22 to find) in chambers B, D, F, and H. Each door is locked (Athletics DC 30 to break; Thievery DC 22 to open).

Elena and her retinue start this encounter in the chamber farthest from where the adventurers enter and might hear the party wandering about. When the characters meet Elena, she is friendly and jovial at the prospect of having visitors. If the characters want to visit and converse, she does them no harm. If any of them appear hostile in any way, Elena's consort whispers in her ear, and all monsters attack the party.

Treasure: A pair of *winged boots* and 5,000 gp in assorted valuables strewn about the chambers.

Tactics: Elena evades melee combat, using *polymorphing escape* when her aura fails her. The passion devil stays near Elena to protect her. If the opportunity arises to duplicate one of the characters, the devil uses *change shape* to confuse enemies. The annis hags attack characters who try to avoid melee.

Elena the Mad

Ages ago, Baba Yaga came upon a young girl named Elena and took her in. The girl came to be known as Elena the Fair because of her kind nature and propensity for helping others. She lived in the hut for years, along with Natasha, her foster "sister," whom the old crone took in around the same time.

Although Elena and Natasha were both the adopted daughters of Baba Yaga, they couldn't be more different. Elena was happy, friendly, and kind. Natasha embraced darkness and enjoyed abusing Elena emotionally, though she never raised her hand against her fairer sister.

Eventually, Natasha left the hut and became known as Iggwilv. Not long afterward, Baba Yaga started spending more time outside the hut, leaving Elena alone there. In addition, Elena has recently fallen in love with a passion devil posing as a human named Jayden Thull. The loss of her family, the weirdness of the hut, and the machinations of the devil eventually drove Elena mad. Her unhinged mind accidentally brought forth a dream version of Natasha.

Elena is a young human woman with pale skin and blonde hair. She wears simple white robes that haven't been washed in ages, and she carries a walking staff. She presents herself as good and kind, though this facade masks her true nature. At her core, she is completely insane and under the thumb of Jayden Thull. The characters might find a way to bring her back from her madness, but such an endeavor is difficult.

If the adventurers release Elena from the passion devil's influence, she offers *winged boots* as payment to the character who played the biggest part in revealing the consort's true intentions.

Elena, Mad Witch — **Level 16 Elite Artillery**
Medium natural humanoid, human — XP 2,800

HP 242; **Bloodied** 121 — **Initiative** +11
AC 30, **Fortitude** 27, **Reflex** 29, **Will** 28 — **Perception** +11
Speed 6
Immune charm, fear
Saving Throws +2; **Action Points** 1

Traits

Share Madness (charm, psychic) ✦ **Aura** 1
Any enemy that ends its turn in the aura takes 5 psychic damage, and Elena slides the enemy up to 2 squares.

Action Recovery
When Elena ends her turn, any dazing, dominating, or stunning effect on her ends.

Standard Actions

Staff (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d8 + 8 damage.

Force Bolt (force, implement) ✦ **At-Will**
Attack: Ranged 20 (one creature); +21 vs. Fortitude
Hit: 2d8 + 15 force damage.

Double Attack ✦ **At-Will**
Effect: Elena makes two basic attacks.

Funnel Madness (implement, psychic) ✦ **Recharge**
Attack: Area burst 2 within 10 (enemies in the burst); +21 vs. Will
Hit: 2d8 + 15 psychic damage.

Triggered Actions

Polymorphing Escape (polymorph, teleportation) ✦ **Recharge** when first bloodied
Trigger: An enemy hits Elena with an attack.
Effect (Immediate Reaction): Elena alters her physical form to appear as one Small or Medium ally within 10 squares of her, and she and that ally teleport to switch places. This effect lasts until the start of her next turn or until she drops to 0 hit points. Other creatures can make a DC 36 Insight check to discern that the form is a disguise.

Skills Arcana +20, History +20, Insight +16

Str 10 (+8)	**Dex** 16 (+11)	**Wis** 17 (+11)
Con 19 (+12)	**Int** 24 (+15)	**Cha** 21 (+13)

Alignment good — **Languages** Common, Elven
Equipment robes, staff

Jayden Thull

Fierna, queen of Phlegethos, sent a passion devil named Karik to infiltrate the hut and learn as much as possible about its capabilities and inhabitants. Shortly after the creature came to the hut, it discovered Elena, despondent and lonely. It took on the persona of Jayden Thull, a young male human adventurer of surpassing physical beauty and charm. Jayden introduced himself to Elena and claimed that he could end her loneliness. Desperate in the extreme, Elena accepted his words, and the two began a love affair.

The passion devil is close to learning everything it needs to wrest from Elena and deliver to Fierna. It considers the adventurers a serious threat to its machinations and prompts Elena and her annis hag servitors into combat with the party at the slightest provocation.

Passion Devil **Level 16 Controller**
Medium immortal humanoid (devil, shapechanger) XP 1,400

HP 156; **Bloodied** 78 — **Initiative** +14
AC 30, **Fortitude** 27, **Reflex** 28, **Will** 29 — **Perception** +12
Speed 6, fly 6 (hover) — Darkvision
Resist 20 fire

Traits

Object of Desire (charm) ✦ **Aura** 1
Enemies within the aura take a -2 penalty to saving throws against effects that daze.

Standard Actions

Claws (fire) ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. Reflex
Hit: 3d8 + 11 fire damage.

Fiery Touch (charm, fire) ✦ **At-Will**
Attack: Melee 1 (one creature dazed by this devil's *beckoning whispers*); +19 vs. Reflex
Hit: 1d8 + 11 fire damage, and the target is dominated until the end of the devil's next turn.

Beckoning Whispers (charm) ✦ **At-Will**
Attack: Close blast 5 (enemies in blast); +19 vs. Will
Hit: The devil pulls the target 5 squares, and the target is dazed (save ends).

Passion's Flames (fire) ✦ **Recharge** ⚁ ⚀
Attack: Close burst 3 (one creature in burst); +19 vs. Reflex
Hit: The target takes ongoing 15 fire damage (save ends). If the target is dominated by the devil, the target also makes a melee basic attack as a free action against a creature of the devil's choice.

Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: The devil alters its physical form to appear as a Medium humanoid until it attacks, until it uses *change shape* again, or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the devil must have seen that individual. Other creatures can make a DC 36 Insight check to discern that the form is a disguise.

Skills Bluff +20, Diplomacy +20, Insight +17
Str 17 (+11) **Dex** 22 (+14) **Wis** 18 (+12)
Con 20 (+13) **Int** 16 (+11) **Cha** 24 (+15)
Alignment evil **Languages** Common, Supernal

2 Annis Hags **Level 16 Brute**
Medium fey humanoid XP 1,400 each

HP 188; **Bloodied** 94 — **Initiative** +13
AC 28, **Fortitude** 29, **Reflex** 28, **Will** 27 — **Perception** +12
Speed 7 — Low-light vision

Standard Actions

Claw ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d10 + 14 damage, and the hag grabs the target (escape DC 22).

Rend ✦ **At-Will**
Attack: Melee 1 (one creature grabbed by the hag); +19 vs. Fortitude
Hit: 3d10 + 21 damage.

Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: The hag alters its physical form to appear as a female of any Medium humanoid race until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 36 Insight check to discern that the form is a disguise.

Triggered Actions

Mind Fog (charm, psychic) ✦ **Recharge** when first bloodied
Trigger: An enemy hits the hag with a melee attack.
Attack (Immediate Reaction): Close burst 2 (triggering enemy in the burst); +19 vs. Will
Hit: 2d10 + 12 psychic damage, and the hag slides the target up to 2 squares to a square adjacent to the hag. The target grants combat advantage until the end of the hag's next turn.

Skills Athletics +19, Bluff +14
Str 23 (+14) **Dex** 21 (+13) **Wis** 18 (+12)
Con 18 (+12) **Int** 12 (+9) **Cha** 12 (+9)
Alignment evil **Languages** Common, Elven

18. Bath

Exploration Encounter

The characters come upon the hut's bath. Although this room is often empty, it might contain a random encounter, likely with one or more hags.

Light: Dim light.

Read:
This rectangular chamber is outfitted with benches and clothes hooks. Braziers on the walls fill the area with flickering light.

Failing illusory doors separate the side chambers from the main bath chamber. Discovering the illusion requires a DC 22 Arcana check or Perception check.

When the party enters the central area, read:
In this large stone chamber, a walkway encircles a pool. The pool is filled with calm, dirty water. The ceiling glows with dim white light.

This chamber has changeable aspects. The pool, which is 5 feet deep, can be magically emptied and filled. The kind of water and its purity can also be changed, perhaps becoming dirty seawater or pure spring water. The light in the room can also be increased to bright or extinguished. A successful DC 24 Arcana check reveals the mutability of these aspects.

19. Cellar

Exploration Encounter

The hut's cellar is filled with foul-smelling debris.

Light: Darkness.

Read:
You enter a completely dark chamber and feel spongy earth under your feet. A putrid odor hangs in the air.

When the characters illuminate the room, describe what they see, based on the following information.

Chamber A is filled with the skulls and bones of animals and humanoids. A DC 15 Heal check reveals that some of the bones have been gnawed on.

Chamber B is empty except for the leathery skin of a darkmantle that died here long ago.

20. Wine Cellar

Exploration and Roleplaying Encounter

This series of chambers houses shelves filled with bottles and casks of alcoholic beverages that Baba Yaga has collected over the ages. Ivan, a telepathic giant mouse, lives here.

Light: Darkness.

Read:
You enter a dark, quiet space. The air here is musty but has subtle hints of fruity sweetness and tangy bitterness—something like almond mixed with cork.

When the characters light the room, they see that it has a stone floor, wood-slat-lined walls, and a wood-raftered ceiling. From each chamber, two stepped corridors lead up and down to other chambers. Two of the chambers contain spiral staircases.

Chamber A contains fine wines. Chamber B holds brandies and vodkas. Chamber C holds ales and beers. Chamber D contains fruity cognacs and meads. If the characters search long enough, they can find almost any beverage they seek.

Space is warped in the wine cellar. The chambers connect to one another in an endless spiral, so that even though the characters feel as if they are changing levels as they climb or descend stairs, they loop through the same four chambers. For example, if the characters start in chamber A and climb the stairs to B, then to C, then to D, the next set of stairs leads up to A again.

If the characters spend more than a few minutes in the wine cellar, Ivan, a giant mouse who considers the room his personal charge, introduces himself.

Treasure: Several bottles of unique liquors from faraway planes and worlds, totaling 4,000 gp total.

Ivan the Drunken Mouse

Ivan is a giant white mouse, roughly as big as a cat. Despite his size, he is much like a normal mouse, inquisitive and twitchy. His love of strong drink shows in that he is almost always tipsy.

Over the time that Ivan has roamed the hut, the magic of the place has transformed him into a fey magical beast. He can communicate telepathically with any creature within 10 squares of him that has a language. He is impervious to damage, disease, and aging.

In conversation, Ivan is friendly and curious about the characters' intentions in the hut. If the adventurers befriend him, he proves an excellent source of information on the hut's layout and contents, but he has no specific details on the capabilities of Baba Yaga, Elena, Natasha, or any of the hags.

If the characters gain Ivan's trust and later become lost in the hut, he can appear to help guide them.

21. Warded Caverns

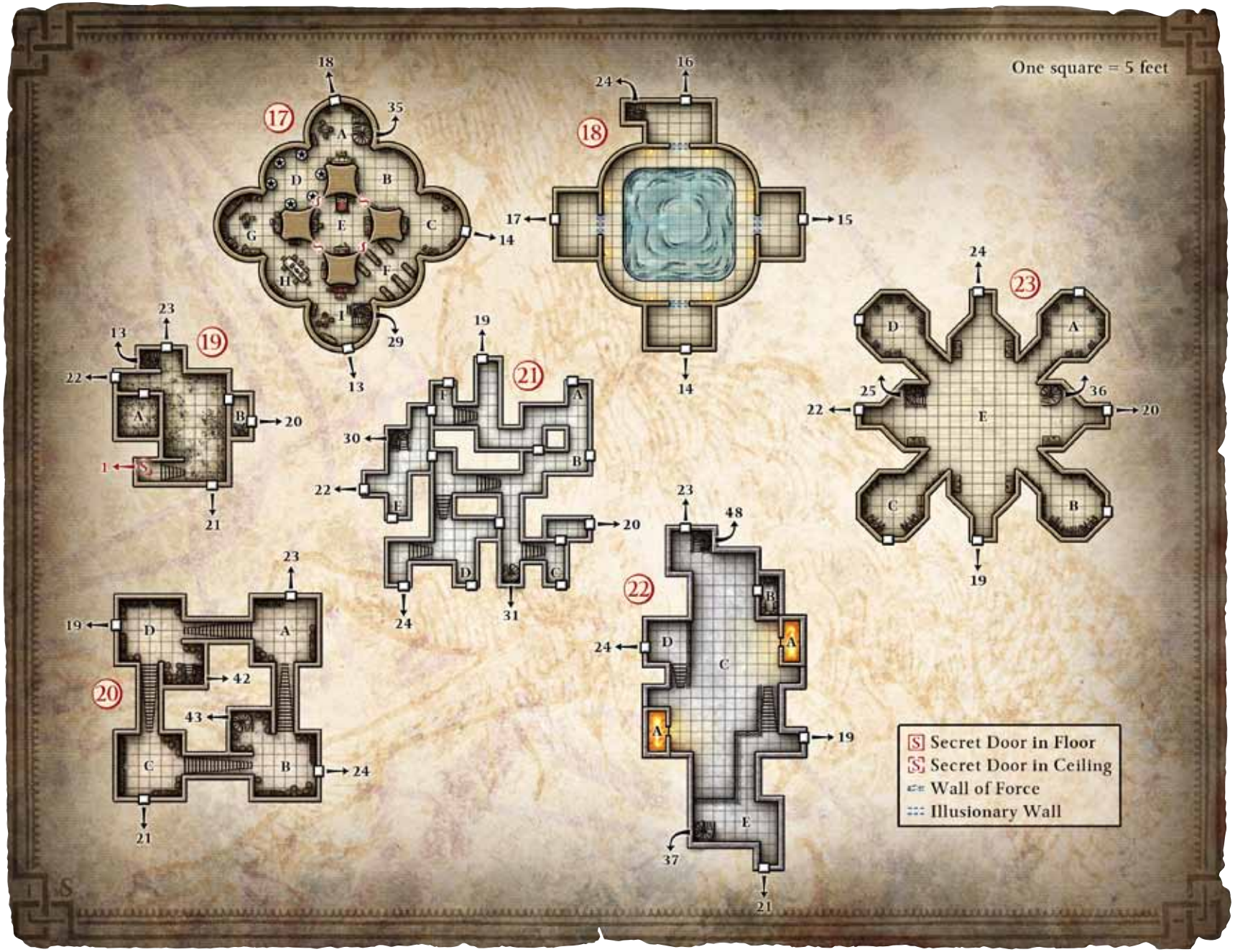
Skill Challenge Level 14 (5,000 XP)

Baba Yaga built these caverns as a complex trap to confound and eventually capture intruders.

Light: Darkness.

When the characters illuminate the room, read:
This is an underground corridor of rough rock. You notice a few stone doors set into the walls. All is silent, and you find your mind clouded with thoughts of taking a nap.

This room is a series of interconnected corridors dotted with doors and rough-hewn stairs. Once the


One square = 5 feet
17
18
19
20
21
22
23
Secret Door in Floor
Secret Door in Ceiling
Wall of Force
Illusionary Wall

adventurers enter the room, they cannot leave until they succeed at the skill challenge.

Time is warped here. For every minute the characters spend in the room, ten minutes pass in the rest of the hut (and the world outside).

Space is also warped here. When characters climb stairs, they might think they have moved to a new level, but they remain in the room.

Special Doorways: The room has three kinds of doors: unmarked, marked with numbers, and marked with letters.

An unmarked door is an ordinary door that function normally.

Passing through a door marked with a number brings a traveler back into the warded caverns through one of the other numbered doors, determined randomly. This effect disappears if the characters succeed at the skill challenge, after which a numbered door leads to the correspondingly numbered room, as normal.

Passing through a door marked with a letter brings a traveler back into the warded caverns through one of the other lettered doors, determined randomly. If the characters pass through the door marked A, they reenter the caverns through door B, C, D, E, or F, determined randomly. This effect remains even if the characters succeed at the skill challenge.

Spiral Stairs: The two spiral staircases work similarly to the numbered doors. If the characters climb or descend either spiral staircase, they reenter the caverns through the other one. This effect disappears if the characters succeed at the skill challenge, after which a staircase leads to the correspondingly numbered room, as normal.

Escape the Warded Caverns

Characters can escape the warded caverns only by successfully completing this skill challenge. The room is enchanted to cloud and confound the minds of those within it.

Level: 14 (5,000 XP).

Complexity: 5 (requires 12 successes before 3 failures).

Time Frame: Each character can make a check in this challenge once per minute.

Primary Skills: Arcana, Dungeoneering, Insight.

Arcana (DC 22, four successes maximum): The character unravels a bit of the enchantments in the room. If the character succeeds on a DC 30 Arcana check, it counts as two successes toward the skill challenge, or it counts as one success and removes one failure.

Dungeoneering (DC 22, four successes maximum): The character gleans a bit of information about the room's true construction and how it interacts with the magic present here.

Insight (DC 22, four successes maximum): The character uses his or her sharpness to lessen the effects of the mind-clouding magic. If the character succeeds on a DC 30 Insight check, it counts as two successes toward the skill challenge, or it counts as one success and removes one failure.

Secondary Skills: Diplomacy, Endurance, Heal, History, Thievery.

Diplomacy (DC 22): The character helps the party to focus its efforts. A successful check grants a +2 bonus to the party's next primary skill check.

Endurance (DC 22): The character negates any effects of failed primary skill checks for his or her next skill check in the challenge.

Heal (DC 22): The character helps an ally, negating any effects of failed primary skill checks for the ally's next skill check in the challenge.

History (DC 22): The character recalls information on documented variants of the enchantments in this room. A successful check grants a +2 bonus to the party's next primary skill check.

Thievery (DC 22): The character uses mundane means to mark doors or pin them closed to help lessen confusion. These markers fade over time. A successful check grants a +2 bonus to the party's next primary skill check.

Complications: If the characters fail primary skill checks, the mind-clouding magic of the room imposes difficulties on them.

First Failed Primary Skill Check: The mind-clouding magic of the room really kicks in. Characters who try to use the aid another action to help with skill checks add 10 to the DC of the aid another attempt.

Second Failed Primary Skill Check: The mind-clouding magic of the room escalates. In addition to the effect of the first failed primary skill check, characters take a –2 penalty to all skill checks.

Success: All staircases and all doors except doors A–F operate normally for the characters for 1 hour. In addition, any complications dissipate.

Failure: The characters fall unconscious. When they awaken, they are in one of the cells in room 31, stripped of all gear except their clothing and armor. (Their gear has been deposited elsewhere in room 31.) If the adventurers have previously befriended Elena, Grik, Shelsa, or Ivan, any of these NPCs can arrive in the prison to help free the characters.

22. Smithy and Toolworks

Combat Encounter Level 15 (6,000 XP)

Here, slaves toil for Baba Yaga, producing all manner of weapons, armor, and other metalwork.

Light: Bright light.

Monsters: 1 fire giant lavamaster, 1 hell knight, 4 fire archons.

Read:

This multilevel room is constructed entirely from metal and lit by the flames of two furnaces. In the main area, the ceiling is 30 feet high. Two elevated areas stand a bit above the floor. An oppressive heat fills the room. At each furnace, two fiery beings toil away. A giant with flame-red hair, garbed in chainmail and bearing an enormous greatsword,

4 Fire Archons **Level 13 Skirmisher**
Medium elemental humanoid (fire) XP 800 each

HP 130; **Bloodied** 65 **Initiative** +14
AC 27, **Fortitude** 25, **Reflex** 26, **Will** 23 **Perception** +9
Speed 8
Immune disease, poison; **Resist** 20 fire

Traits

Guttering Flames
Whenever the archon takes cold damage, it cannot shift until the end of its next turn.

Standard Actions

⨺ **Fiery Scimitar** (fire) ✦ **At-Will**
Attack: Melee 1 (one creature); +18 vs. AC
Hit: 3d8 + 8 fire damage.

Move Actions

Flickering Step ✦ **At-Will**
Effect: The archon shifts up to half its speed.

Blaze Step (fire) ✦ **Encounter**
Effect: The archon shifts up to its speed. Each square it shifts through fills with elemental flames that last until the end of the encounter. Each time a nonfire creature enters or starts its turn in a square filled with these flames, it takes 10 fire damage.

Str 15 (+8) **Dex** 22 (+12) **Wis** 17 (+9)
Con 18 (+10) **Int** 16 (+9) **Cha** 9 (+5)
Alignment chaotic evil **Languages** Primordial

watches over them. A creature composed of metal and fire stands in the middle of the room and turns its helmed visage toward you.

In this combat encounter, the slaves attack the characters immediately, hoping to capture them and offer them to Baba Yaga. The slaves believe (falsely) that this tribute will earn them their freedom.

On the map, the two small chambers marked A are furnaces filled with magic everburning flame. Chamber B is a tool room. Chamber D is 10 feet above the main floor. Chamber E is 20 feet above the main floor.

Dangerous Heat: A bloodied creature that starts its turn in this room takes 5 fire damage.

Furnaces: As a minor action, a creature adjacent to a furnace door can pull a lever to unleash a gout of flame that fills a close blast 3 immediately in front of the door. Creatures in this area take 15 fire damage.

Treasure: Pieces from a set of *+4 teleporting plate armor* are strewn about near one of the furnaces.

Tactics: The hell knight starts by attacking the party member who seems the weakest. If one character heals another, the hell knight immediately moves to the healer and focuses future attacks on him or her. The fire giant lavamaster attacks as many characters as it can with *magma burst*, ignoring its allies. The fire archons swarm around the adventurers who seem the strongest, attempting to use *blaze step* to fill the area around those characters with flames.

Hell Knight **Level 15 Soldier**
Medium immortal humanoid (devil) XP 1,200

HP 146; **Bloodied** 73 **Initiative** +15
AC 31, **Fortitude** 27, **Reflex** 28, **Will** 26 **Perception** +11
Speed 6 Darkvision
Immune fear; **Resist** 20 fire

Traits

Hell's Rider
While the hell knight is mounted, its mount can make Athletics, Acrobatics, or Stealth checks using the hell knight's skill modifiers rather than its own.

Standard Actions

⨺ **Mace** (fire, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 2d8 + 9 damage plus 5 fire damage, and the target falls prone.

⨺ **Flame Lance** (weapon) ✦ **At-Will**
Requirement: The hell knight must be wielding a lance.
Attack: Melee 2 (one creature); +20 vs. AC. When the hell knight charges while mounted, this attack can score a critical hit on a roll of 19-20.
Hit: 2d10 + 12 fire damage.

Minor Actions

Eyes of the Narzugon ✦ **At-Will**
Effect: One creature within 10 squares of the hell knight is marked and slowed until the end of the hell knight's next turn.

Skills Athletics +17, Intimidate +15, Stealth +18
Str 20 (+12) **Dex** 22 (+13) **Wis** 18 (+11)
Con 18 (+11) **Int** 15 (+9) **Cha** 17 (+10)
Alignment evil **Languages** Supernal
Equipment plate armor, heavy shield, mace, lance

Fire Giant Lavamaster **Level 17 Controller (Leader)**
Large elemental humanoid (giant) XP 1,600

HP 164; **Bloodied** 82 **Initiative** +12
AC 31, **Fortitude** 31, **Reflex** 27, **Will** 28 **Perception** +13
Speed 8
Resist 15 fire

Traits

☼ **Hearthflames** (fire, healing) ✦ **Aura** 2
Any enemy that enters the aura or ends its turn there takes 10 fire damage. Any bloodied ally of the lavamaster that starts its turn within the aura regains 10 hit points.

Standard Actions

⨺ **Molten Sword** (fire, weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 2d10 + 4 fire damage.

Magma Lash (fire) ✦ **Recharge** when no creature is grabbed by the lavamaster
Attack: Ranged 5 (one creature); +20 vs. Reflex
Hit: 2d8 + 10 fire damage, and the lavamaster pulls the target 4 squares. If the target ends the pull adjacent to the lavamaster, the lavamaster grabs it.

Magma Burst (fire, zone) ✦ **At-Will**
Attack: Area burst 1 within 10 (enemies in burst); +20 vs. Fortitude
Hit: 2d6 + 10 fire damage.
Effect: The burst creates a zone that lasts until the end of the lavamaster's next turn. The zone is difficult terrain. Any enemy that enters the zone or ends its turn there takes 10 fire damage.

Triggered Actions

Fiery Vendetta ✦ **At-Will**
Trigger: An enemy grabbed by the lavamaster attacks it.
Effect (Immediate Reaction): The lavamaster or one of its allies can make a melee basic attack against the triggering enemy as a free action.

Str 24 (+15) **Dex** 19 (+12) **Wis** 21 (+13)
Con 20 (+13) **Int** 15 (+10) **Cha** 16 (+11)
Alignment evil **Languages** Giant
Equipment chainmail, greatsword

23. Armor Museum

Exploration Encounter

This museum houses the armor, shields, and helms of combatants that Baba Yaga has defeated in battle.

Light: Bright light.

Read:

You enter a large area of interconnected chambers. Dozens of suits of armor are arrayed about the room, with shields and helmets decorating the walls. Magical light from the ceiling fills the area. You can hear the creaking sound of armor movements from somewhere in these chambers.

Chamber E, the large central chamber, contains suits of armor that Baba Yaga has collected from various worlds and planes. Chambers A, B, C, and D contain more armor, plus shields and helms. Fill in the details of what the characters find to meet the needs of your campaign.

The creaking sound comes from several magic suits of armor that yearn to see battle again. If the characters investigate, they find a few suits that move slightly but that do not leave their stands or attack.

The doors in chambers A, B, C, and D lead nowhere. Baba Yaga created them as enticements. Any character who touches one of these doors is attacked by one of Baba Yaga's curses (your choice).

Treasure: One set of +3 *demonscale armor* and one *cold iron shield*.

24. Stables

Combat Encounter Level 14 (5,400 XP)

The adventurers enter Baba Yaga's stables, which house nightmares that the ancient crone occasionally lends to those she deems worthy. Stable hands watch over the steeds and guard the archfey's fabled mortar and pestle.

Perception DC 18: The character hears birds squawking and many hooves stomping.

Light: Bright light.

Monsters: 3 nightmares, 3 diakkas.

3 Diakkas	**Level 14 Skirmisher**
Small fey humanoid	XP 1,000 each
HP 140; **Bloodied** 70	**Initiative** +15
AC 28, **Fortitude** 26, **Reflex** 27, **Will** 25	**Perception** +11
Speed 6	Low-light vision
Traits	
☼ **Infernal Squawking** ✦ **Aura** 2	
Any nondeafened enemy in the aura takes a -4 penalty to attack rolls the enemy makes during another creature's turn. While the diakka is dazed, dominated, or stunned, this aura ceases to function.	
Standard Actions	
⊕ **Claw** ✦ **At-Will**	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 13 damage.	
⸸ **Scampering Attack** ✦ **At-Will**	
Effect: The diakka shifts up to its speed and uses *claw* once at any point during the movement.	
⸸ **Piercing Beak** ✦ **Recharge** ⚁ ⚀	
Effect: The diakka can jump up to its speed before the attack.	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 1d8 + 13 damage, and ongoing 10 damage (save ends).	
First Failed Saving Throw: The target is also weakened (save ends both).	
Skills Athletics +13	
Str 12 (+8) **Dex** 23 (+13) **Wis** 18 (+11)	
Con 20 (+12) **Int** 10 (+7) **Cha** 10 (+7)	
Alignment evil **Languages** Common, Elven	

Read:

You enter a long room that has several smaller chambers along each side. The entire area is illuminated by magic torches set into the ceiling 40 feet above the floor. The smell of animal feed mixes with that of brimstone.

Chambers A, C, and F each contain one nightmare, tended by a diakka.

The monsters are loyal servants of Baba Yaga and attack intruders without hesitation. After the characters deal with the guardians, they are free to explore the stables in more depth.

This room connects to other planes, allowing Baba Yaga and her allies to ride nightmares to other

3 Nightmares	**Level 13 Skirmisher**
Large shadow magical beast (mount)	XP 800 each
HP 138; **Bloodied** 69	**Initiative** +12
AC 27, **Fortitude** 26, **Reflex** 25, **Will** 24	**Perception** +12
Speed 10, teleport 10	Darkvision
Resist 20 fire	
Traits	
Alert	
The nightmare gains a +2 bonus to AC against opportunity attacks.	
Hell's Ride (fire, mount)	
The nightmare's rider gains resist 20 fire.	
Standard Actions	
⊕ **Hooves** (fire) ✦ **At-Will**	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 2 damage, and ongoing 10 fire damage (save ends).	
Hooves of Hell (fire) ✦ **Recharge** ⚁ ⚀	
Effect: The nightmare moves up to 10 squares. Each square the nightmare leaves is filled with fire up to 2 squares high that lasts until the end of the nightmare's next turn. Any creature that hits the nightmare with a melee attack power during this movement, or that enters one of the flaming squares, takes 20 fire damage.	
Skills Endurance +19	
Str 23 (+12) **Dex** 19 (+10) **Wis** 12 (+7)	
Con 26 (+14) **Int** 5 (+3) **Cha** 15 (+8)	
Alignment evil **Languages** –	

locations around the multiverse. The characters can do the same if you allow it.

Treasure: Chamber G contains Baba Yaga's mortar and pestle—a conveyance that she uses to travel about and strike fear into the hearts of others. It consists of a large stone mortar with an oversized pestle to act as a rudder. A large broom is attached to the side.

The adventurers might steal this vehicle. Baba Yaga and her simulacrum know if the vehicle has been stolen. Baba Yaga is so busy that she is unlikely return to the hut right away. The simulacrum might hunt the characters if they remain in the hut.

Tactics: The diakkas mount the nightmares and charge into battle. They attack while mounted unless it becomes advantageous for them to dismount using *piercing beak*. Once a diakka is on the ground, it coordinates with its nightmare to flank the characters.

Baba Yaga's Mortar and Pestle
Large vehicle

HP 120 **Space** 2 squares by 2 squares
AC 5, **Fortitude** 16, **Reflex** 8
Speed fly 2 (hover); see also *pilot*

Pilot
Only a creature trained in Arcana can pilot the vehicle, and such a creature adds one-third of its Arcana bonus to the vehicle's normal fly speed. The pilot must work the pestle rudder with both hands.

Load
Five Medium creatures (including the pilot); 500 pounds of gear.

Out of Control
If out of control, the mortar and pestle comes to a stop at the start of its turn.

Cover
The mortar provides partial cover to its pilot and passengers.

Elemental Resistances
The mortar and pestle has resist 25 to all damage.

Teleportation
Once per encounter, as a move action, the pilot can teleport the vehicle and its contents up to a number of squares equal to one-half the result of an Arcana check the pilot makes.

25. Divination Hall

Combat Encounter Level 14 (5,200 XP)

Baba Yaga's divination hall is the only room in which divination rituals that contact forces outside the hut can be performed. Several loyal servants stand guard here to prevent enemies of Baba Yaga from using the room. Enemies that manage to use the room are still subject to the curse triggered by the use of divination rituals (see Special Properties, page 6).

Light: Dim light.

Monsters: 1 piscodemon, 2 mezzodemons, 3 nagpa carrion lords.

Read:
You enter a small, rectangular chamber. Across from you stands a pair of large doors covered in strange runes. The etchings glow, shedding dim light in slow, regular pulses.

When the characters enter the central area, read:
The floor and walls of this large chamber are made of black marble streaked with golden veins. A domed ceiling rises 60 feet overhead. The dome is filled with swirls of light of every color imaginable. Within the chamber stands a trio of demonic creatures, flanked by three bird-men.

Combat begins immediately.

Tactics: The piscodemon stays close to the mezzodemons so it can heal them with *demonic rally*. It focuses its attacks on the adventurer who seems to be the leader. When cornered or surrounded by enemies, the piscodemon uses *writhing ground*. The mezzodemons protect the nagpas. They use *poison breath* whenever they can catch two or more enemies in the blast. The nagpas stay out of melee as much as possible and pepper their enemies with ranged attacks, retreating with *ghostly escape* when necessary.

All monsters fight to the death.

2 Mezzodemons — **Level 11 Soldier**
Medium elemental humanoid (demon) — XP 600 each

HP 113; **Bloodied** 56 — **Initiative** +9
AC 27; **Fortitude** 25, **Reflex** 22, **Will** 23 — **Perception** +13
Speed 6 — Darkvision
Resist 20 poison

Standard Actions

Trident (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +16 vs. AC
Hit: 2d8 + 10 damage.

Skewering Tines (weapon) ✦ **At-Will**
Requirement: The mezzodemon must be using a trident.
Attack: Melee 2 (one creature); +16 vs. AC
Hit: 2d8 + 10 damage, ongoing 10 damage, and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.

Poison Breath (poison) ✦ **Recharge** ⚁ ⚂
Attack: Close blast 3 (enemies in the blast); +14 vs. Fortitude
Hit: 2d6 + 3 poison damage, and ongoing 10 poison damage (save ends).

Triggered Actions

Variable Resistance ✦ **2/Encounter**
Trigger: The mezzodemon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The mezzodemon gains resist 10 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

Skills Intimidate +11

Str 20 (+10)	**Dex** 15 (+7)	**Wis** 16 (+8)
Con 17 (+8)	**Int** 10 (+5)	**Cha** 13 (+6)

Alignment chaotic evil **Languages** Abyssal
Equipment trident

3 Nagpa Carrion Lords **Level 14 Artillery**
Medium elemental humanoid XP 1,000 each

HP 111; **Bloodied** 55 **Initiative** +9
AC 28, **Fortitude** 23, **Reflex** 25, **Will** 26 **Perception** +11
Speed 6 Low-light vision

Standard Actions

Rotting Staff (necrotic, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: 2d6 + 8 necrotic damage.

Bolt of Putrescence (implement, necrotic) ✦ **At-Will**
Attack: Ranged 20 (one creature); +19 vs. Reflex
Hit: 2d10 + 10 necrotic damage.

Rain of Ruin (acid, implement) ✦ **Recharge** ⚁ ⚂
Attack: Ranged 10 (two or three creatures); +19 vs. Reflex
Hit: 2d10 + 5 acid damage.

Consuming Shadows (implement, necrotic, zone) ✦ **Encounter**
Attack: Area burst 1 within 10 (enemies in burst); +19 vs. Fortitude
Hit: 4d6 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).
Effect: The burst creates a zone that lasts until the end of the carrion lord's next turn. The zone blocks line of sight for the carrion lord's enemies.
Sustain Minor: The zone persists.

Minor Actions

Ghostly Escape ✦ **Encounter**
Effect: The carrion lord is insubstantial and phasing until the end of its next turn.

Skills Arcana +17, Bluff +17, Diplomacy +17, History +17
Str 12 (+8) **Dex** 14 (+9) **Wis** 19 (+11)
Con 21 (+12) **Int** 21 (+12) **Cha** 20 (+12)
Alignment evil **Languages** Common, Primordial
Equipment staff

Piscodemon **Level 14 Controller (Leader)**
Medium elemental magical beast (demon) XP 1,000

HP 138; **Bloodied** 69 **Initiative** +12
AC 27, **Fortitude** 25, **Reflex** 27, **Will** 25 **Perception** +13
Speed 6, swim 6 Darkvision

Traits

Demonic Rally (healing) ✦ **Aura** 3
Any bloodied demon that ends its turn within the aura regains 5 hit points.

All-Around Vision
Enemies can't gain combat advantage by flanking the piscodemon.

Standard Actions

Claw ✦ **At-Will**
Requirement: The piscodemon must not have two creatures grabbed.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 6 damage, and the target is grabbed.

Writhing Tentacles (poison) ✦ **At-Will**
Attack: Melee 1 (one creature grabbed by the piscodemon); +19 vs. AC
Hit: 2d8 + 6 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).

Vision of Madness (psychic) ✦ **At-Will**
Attack: Ranged 20 (one creature); +17 vs. Will
Hit: 3d6 + 6 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.

Writhing Ground (zone) ✦ **Recharge** ⚁ ⚂
Attack: Area burst 1 within 10 (creatures in burst); +17 vs. Reflex
Hit: 3d10 + 6 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).

Triggered Actions

Bloodied Wail (fear, thunder)
Trigger: The piscodemon is first bloodied.
Attack (Free Action): Close burst 3 (creatures in burst); +17 vs. Fortitude
Hit: 4d8 + 6 thunder damage, and the piscodemon pushes the target 5 squares.

Variable Resistance ✦ **2/Encounter**
Trigger: The piscodemon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

Skills Arcana +22
Str 25 (+14) **Dex** 21 (+12) **Wis** 23 (+13)
Con 18 (+11) **Int** 30 (+17) **Cha** 27 (+15)
Alignment chaotic evil **Languages** Abyssal, telepathy 20

26. Alchemical Storage

Combat Encounter Level 14 (5,600 XP)

The characters venture into Baba Yaga's alchemical storage chambers. Here, they come upon several servitors conducting inventory.

Perception DC 20: The character hears the squawking of birds.

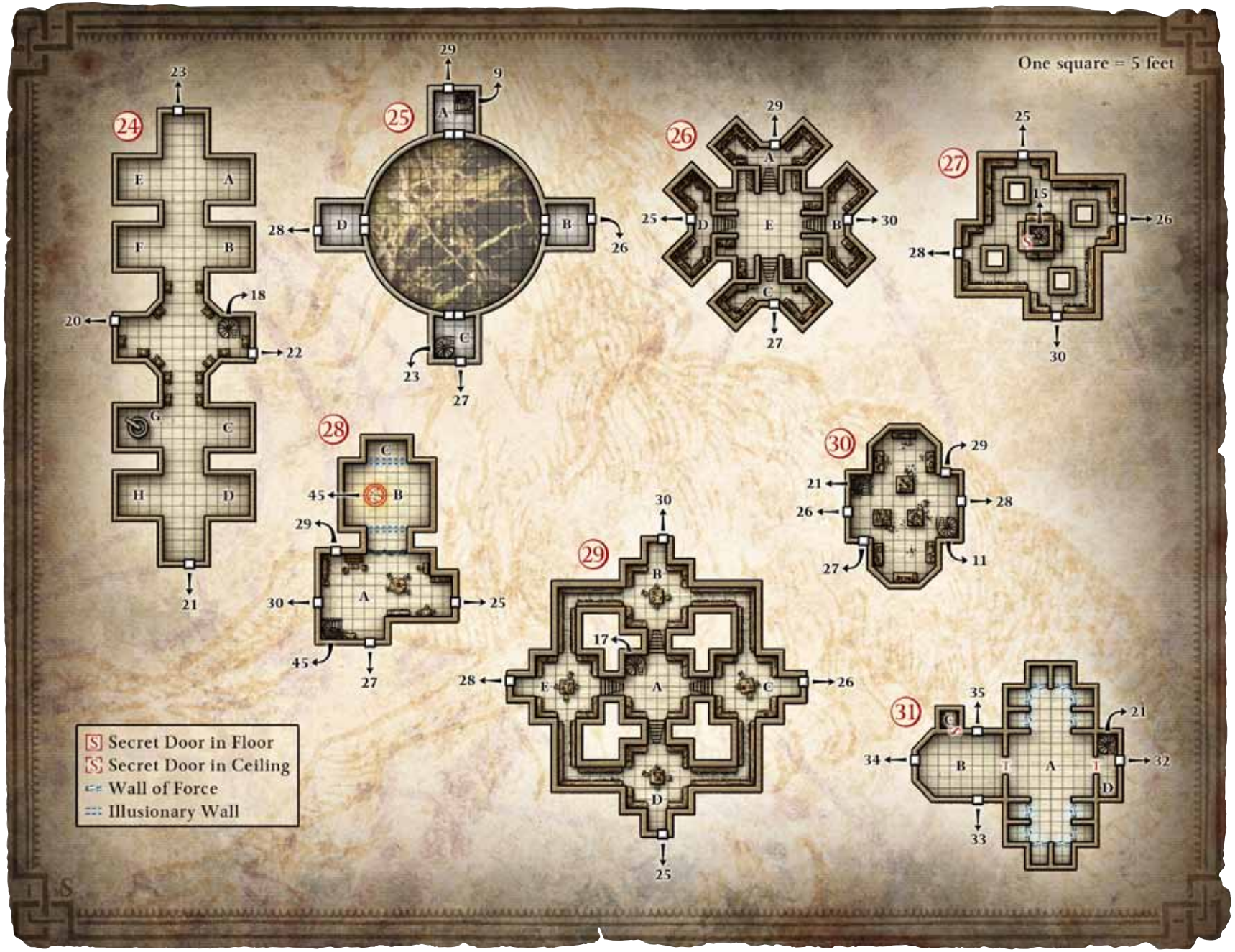
Light: Bright magical light.

Monsters: 1 piscodemon, 2 scarecrow guardians, 3 diakkas.

Read:
You enter a small chamber filled with magical light. The walls here are lined with wooden shelves containing numerous boxes, jars, and pots. In front of you, a stairway leads to another chamber. A mixture of earthy and floral smells fills the room.

This room is filled with alchemical items stored in various vessels. Given enough time searching the shelves, alchemists can find nearly any ingredients they might want.

A piscodemon and three diakkas are spread throughout the chambers, conducting inventory.


One square = 5 feet
24
25
26
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30
31
Secret Door in Floor
Secret Door in Ceiling
Wall of Force
Illusionary Wall

Piscodemon **Level 14 Controller (Leader)**
Medium elemental magical beast (demon) XP 1,000

HP 138; **Bloodied** 69 **Initiative** +12
AC 27, **Fortitude** 25, **Reflex** 27, **Will** 25 **Perception** +13
Speed 6, swim 6 Darkvision

Traits

Demonic Rally (healing) ✦ **Aura** 3
Any bloodied demon that ends its turn within the aura regains 5 hit points.

All-Around Vision
Enemies can't gain combat advantage by flanking the piscodemon.

Standard Actions

Claw ✦ **At-Will**
Requirement: The piscodemon must not have two creatures grabbed.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 6 damage, and the target is grabbed.

Writhing Tentacles (poison) ✦ **At-Will**
Attack: Melee 1 (one creature grabbed by the piscodemon); +19 vs. AC
Hit: 2d8 + 6 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).

Vision of Madness (psychic) ✦ **At-Will**
Attack: Ranged 20 (one creature); +17 vs. Will
Hit: 3d6 + 6 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.

Writhing Ground (zone) ✦ **Recharge** ⚁ ⚀
Attack: Area burst 1 within 10 (creatures in burst); +17 vs. Reflex
Hit: 3d10 + 6 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).

Triggered Actions

Bloodied Wail (fear, thunder)
Trigger: The piscodemon is first bloodied.
Attack (Free Action): Close burst 3 (creatures in burst); +17 vs. Fortitude
Hit: 4d8 + 6 thunder damage, and the piscodemon pushes the target 5 squares.

Variable Resistance ✦ **2/Encounter**
Trigger: The piscodemon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

Skills Arcana +22
Str 25 (+14) **Dex** 21 (+12) **Wis** 23 (+13)
Con 18 (+11) **Int** 30 (+17) **Cha** 27 (+15)
Alignment chaotic evil **Languages** Abyssal, telepathy 20

3 Diakkas **Level 14 Skirmisher**
Small fey humanoid XP 1,000 each

HP 140; **Bloodied** 70 **Initiative** +15
AC 28, **Fortitude** 26, **Reflex** 27, **Will** 25 **Perception** +11
Speed 6 Low-light vision

Traits

Infernal Squawking ✦ **Aura** 2
Any nondeafened enemy in the aura takes a -4 penalty to attack rolls the enemy makes during another creature's turn. While the diakka is dazed, dominated, or stunned, this aura ceases to function.

Standard Actions

Claw ✦ **At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 13 damage.

Scampering Attack ✦ **At-Will**
Effect: The diakka shifts up to its speed and uses *claw* once at any point during the movement.

Piercing Beak ✦ **Recharge** ⚁ ⚀
Effect: The diakka can jump up to its speed before the attack.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d8 + 13 damage, and ongoing 10 damage (save ends).
First Failed Saving Throw: The target is also weakened (save ends both).

Skills Athletics +13
Str 12 (+8) **Dex** 23 (+13) **Wis** 18 (+11)
Con 20 (+12) **Int** 10 (+7) **Cha** 10 (+7)
Alignment evil **Languages** Common, Elven

Unless the characters take care to be quiet, the monsters hear them when they arrive.

Chamber E contains two scarecrow guardians that have been magically transformed to look like empty, ramshackle wooden bookshelves. They animate and take on their true forms only by order of the piscodemon (a minor action).

Baba Yaga's servitors do not like being interrupted and attack as soon as they pinpoint the location of the characters.

Treasure: Extremely rare alchemical components that have a value totaling 7,000 gp.

Tactics: The piscodemon takes a minor action to animate the scarecrow guardians as soon as it can, and then it attacks the adventurer who seems to be the leader. When cornered or surrounded by enemies, it uses *writhing ground*. The scarecrow guardians try to protect the piscodemon, using *luring gaze* to keep enemies away from the demon. The diakkas move boldly around the combat, taking advantage of flanking and other opportunities for combat advantage.

2 Scarecrow Guardians	**Level 13 Soldier**
Medium fey animate (construct)	XP 800 each
HP 107; **Bloodied** 53	**Initiative** +10
AC 29, **Fortitude** 25, **Reflex** 23, **Will** 24	**Perception** +14
Speed 6	Low-light vision
Immune disease, poison, sleep; **Vulnerable** 10 fire	

Standard Actions

Claws ✦ At-Will
Attack: Melee 1 (one creature); +18 vs. AC
Hit: 2d6 + 9 damage, and the target is marked until the end of the guardian's next turn.

Luring Gaze (charm, psychic) **✦ At-Will**
Attack: Ranged 10 (one creature); +16 vs. Will
Hit: 1d6 + 5 psychic damage, and the guardian pulls the target 5 squares.

Minor Actions

Horrid Gaze (fear) **✦ Encounter**
Attack: Close blast 3 (enemies in blast); +18 vs. Will
Hit: The target is immobilized until the end of the guardian's next turn.

Triggered Actions

Malleable Straw ✦ At-Will
Trigger: An attack damages the guardian.
Effect (Immediate Interrupt): The guardian takes half damage from the triggering attack.

Skills Acrobatics +13

Str 18 (+10)	**Dex** 14 (+8)	**Wis** 17 (+9)
Con 15 (+8)	**Int** 11 (+6)	**Cha** 10 (+6)

Alignment unaligned **Languages** Common

27. Magic Item Storage

Combat Encounter Level 14 (5,000 XP)

This room stores components required to create magic items. A stone golem watches over the area, aided by three rust monsters.

Perception DC 25: The character hears the light skittering of feet.

Perception DC 30: The character notices that all shelves are made of marble. Additionally, metal items are relegated to the uppermost shelves.

Light: Bright magical light.

Monsters: 1 stone golem, 3 dweomer eaters.

Read:

In front of you lies a maze of shelves. Each shelf is filled with sundry containers of varying sizes and made of different materials.

You can provide any details you like about the components in the room. The shelves might hold a few minor magic items, but they have nothing of greater efficacy.

All shelves are made of marble. The lower shelves hold vessels made of wood, stone, and clay. Metal containers and objects lie on the upper shelves.

In the center of the room, a stone golem stands adjacent to a secret door leading to a spiral staircase. If the characters enter this room by taking the staircase from room 15, the golem appears as a statue until animated by the dweomer eaters (see below).

The dweomer eaters start the encounter around corners from wherever the characters enter. They are resting and stir only when the adventurers come upon them. When a dweomer eater notices an intruder, it screeches, alerting the others and animating the stone golem.

Special Doorways: A secret door (Perception DC 30 to find) hides the spiral staircase in the center of the room. The door is also cursed. Any character who touches it is attacked by the *curse of morphing flesh*.

Treasure: One set of *hero's gauntlets* and a *+4 paralyzing shortbow*, each placed on a high shelf.

Tactics: The stone golem attacks the nearest characters, favoring *double attack* to confront multiple enemies whenever possible. The dweomer eaters are starving and attack the nearest characters wearing magic armor, heedless of provoking opportunity attacks to do so.

Stone Golem	**Level 17 Elite Soldier**
Large natural animate (construct)	XP 3,200
HP 336; **Bloodied** 168	**Initiative** +8
AC 33, **Fortitude** 31, **Reflex** 26, **Will** 26	**Perception** +7
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2; **Action Points** 1	

Standard Actions

Slam ✦ At-Will
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 4d6 + 11 damage, and the golem can push the target 1 square.

Double Attack ✦ At-Will
Effect: The golem uses *slam* twice. Each attack knocks the target prone if it hits.

Golem Rampage ✦ Recharge ⚁ ⚂
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses *slam* against that creature.

Triggered Actions

Death Burst
Trigger: The golem drops to 0 hit points.
Attack (No Action): Close burst 1 (creatures in the burst); +22 vs. AC
Hit: 2d12 + 10 damage.
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.

Str 24 (+15)	**Dex** 7 (+6)	**Wis** 8 (+7)
Con 24 (+15)	**Int** 3 (+4)	**Cha** 3 (+4)

Alignment unaligned **Languages** –

3 Dweomer Eaters — **Level 11 Skirmisher**
Large natural beast, rust monster — XP 600 each

HP 110; **Bloodied** 55 — **Initiative** +13
AC 25; **Fortitude** 20, **Reflex** 25, **Will** 23 — **Perception** +9
Speed 8 — Low-light vision

Traits

Residuum Recovery
A dweomer eater consumes any item it destroys. The *residuum* from any magic items the dweomer eater has destroyed can be retrieved from its stomach. The *residuum* is worth the full market value of the item.

Standard Actions

Bite ✦ At-Will
Attack: Melee 1 (one creature); +16 vs. AC
Hit: 2d6 + 11 damage, and any magic armor the target is wearing is decaying. Each time the dweomer eater renders armor decaying, the armor's enhancement bonus is reduced by 1, to a minimum of 0. The enhancement bonus returns to normal at the end of the encounter.

Dissolve Item ✦ Recharge
Attack: Melee 1 (one creature wearing or wielding a decaying magic item of 15th level or lower); +14 vs. Reflex
Hit: The decaying magic item is destroyed.
Miss: The power is not expended.

Triggered Actions

Magic Consumption ✦ At-Will
Trigger: The dweomer eater is hit by an attack that uses a magic implement or magic weapon.
Effect (Free Action): The implement or weapon used in the triggering attack is decaying. Each time a dweomer eater renders an item decaying, the item's enhancement bonus is reduced by 1, to a minimum of 0. The enhancement bonus returns to normal at the end of the encounter.

Str 12 (+6)	**Dex** 23 (+11)	**Wis** 18 (+9)
Con 14 (+7)	**Int** 2 (+1)	**Cha** 13 (+6)

Alignment unaligned — **Languages** –

28. Conjuring Hall

Combat Encounter Level 15 (6,400 XP)

The conjuring hall is where Baba Yaga calls forth fiendish servants from across the planes. A pair of stone golems guards the main chamber.

Perception DC 22: The character notices footprints in the dust on the floor, leading to the illusory wall between chambers A and B.

Light: Bright magical light.

Monsters: 2 stone golems.

Read:
You enter a stone chamber littered with furniture and covered in a thin layer of dust. Magical light fills the area.

Chamber A is loaded with old pieces of furniture that have been gathering dust after years of disuse. Elena occasionally comes here, and the characters might discover her footprints in the dusty floor, leading them to find the illusory wall that hides chamber B.

The stone golem guardians stand in chamber C, just on the other side of another illusory wall. They can see into chamber B from their side.

Illusory Walls: Both illusory walls are well crafted and have stood intact for a long time. Each can be discovered by a character who makes a DC 22 Arcana check or a DC 30 Perception check.

A character who discovers an illusory wall can walk through it easily. However, any character who passes through the illusory wall between chambers A and B is slowed until the end of his or her next turn. This effect gives the stone golems time to advance past the summoning circle in chamber B so they can protect it.

Special Doorways: The summoning circle in chamber B can be used to teleport creatures to the prison in room 45 (Arcana DC 30 to discern this effect). If a character knows how the circle works, he or she can attempt to force the circle to function without the use of the proper command word (Arcana DC 30 to do so).

Tactics: The stone golems move into chamber B as soon as one or more characters enter that chamber. They split their attacks between enemies, favoring those nearest the summoning circle.

2 Stone Golems — **Level 17 Elite Soldier**
Large natural animate (construct) — XP 3,200 each

HP 336; **Bloodied** 168 — **Initiative** +8
AC 33, **Fortitude** 31, **Reflex** 26, **Will** 26 — **Perception** +7
Speed 6 (cannot shift) — Darkvision
Immune disease, poison
Saving Throws +2; **Action Points** 1

Standard Actions

Slam ✦ At-Will
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 4d6 + 11 damage, and the golem can push the target 1 square.

Double Attack ✦ At-Will
Effect: The golem uses *slam* twice. Each attack knocks the target prone if it hits.

Golem Rampage ✦ Recharge
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses *slam* against that creature.

Triggered Actions

Death Burst
Trigger: The golem drops to 0 hit points.
Attack (No Action): Close burst 1 (creatures in the burst); +22 vs. AC
Hit: 2d12 + 10 damage.
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.

Str 24 (+15)	**Dex** 7 (+6)	**Wis** 8 (+7)
Con 24 (+15)	**Int** 3 (+4)	**Cha** 3 (+4)

Alignment unaligned — **Languages** –

29. Grand Library

Combat Encounter Level 14 (5,000 XP)

This large room contains several chambers filled with works Baba Yaga has gathered over the ages. Four rakshasas serve as librarians and guardians.

Perception DC 30: The character hears whispers from the chambers beyond.

Light: Bright magical light.

Monsters: 1 rakshasa mage, 3 rakshasa warriors.

Read:

You enter a large square chamber that is obviously a library. Wooden bookshelves line the walls, containing hundreds of tomes and scrolls. Multiple passageways, some with stairs, connect to other areas beyond.

Each chamber in this room holds bookshelves brimming with tomes and scrolls. If the characters search the shelves, they find histories, spellbooks, ritual books, maps, and works of fiction gathered from dozens of worlds and planes.

Space is warped here. The stairs leading from chamber A to the four side chambers go up or down. Characters who travel between the chambers might feel as if they have moved up or down a level, but they remain in the room.

Four rakshasas are spread throughout the library, appearing as wizened scholars of various races and genders. The rakshasas are not immediately hostile and help the characters find specific books. If an adventurer is offensive or tries to steal or damage a book or scroll, the guardians take their true forms and attack.

Treasure: Several unique tomes totaling 6,000 gp in value.

Tactics: When combat begins, the rakshasa mage uses *persistent image* to make it appear as if additional guardians have arrived. It sustains the illusions as long as possible to confound the adventurers. The rakshasa warriors protect the mage and use *illusory ambush* to keep their targets off balance.

Rakshasa Mage — **Level 16 Controller**
Medium natural humanoid — XP 1,400

HP 153; **Bloodied** 76 — **Initiative** +10
AC 30, **Fortitude** 26, **Reflex** 29, **Will** 28 — **Perception** +11
Speed 6 — Low-light vision

Standard Actions

Claw (teleportation) ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d6 + 10 damage, and the rakshasa teleports the target up to 3 squares.
Miss: The rakshasa can teleport the target 1 square.

Misleading Visions (illusion, psychic) ✦ **At-Will**
Attack: Area burst 1 within 5 (enemies in the burst); +19 vs. Will
Hit: 2d10 + 11 psychic damage, and the rakshasa slides the target up to 4 squares.
Miss: The rakshasa can slide the target 1 square.

Visions of Terror (fear, illusion, psychic) ✦ **Recharge**
Attack: Area burst 1 within 5 (enemies in the burst); +19 vs. Will
Hit: 3d10 + 13 psychic damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed until the end of the rakshasa's next turn.

Minor Actions

Deceptive Veil (illusion) ✦ **At-Will**
Effect: The rakshasa disguises itself to appear as a Medium humanoid until it uses *deceptive veil* again or until it drops to 0 hit points. Other creatures can make a DC 36 Insight check to discern that the form is an illusion.

Persistent Image (illusion) ✦ **At-Will**
Effect: The rakshasa creates an illusion of a Medium or smaller object or creature in an unoccupied square within 10 squares of it. The illusion can be animate, but it does not produce noise. The illusion lasts until the end of the rakshasa's next turn. A creature that succeeds on a DC 22 Insight check can see through the illusion.
Sustain Minor: The illusion persists until the end of the rakshasa's next turn, and the rakshasa can move the illusion up to 6 squares.

Str 12 (+9)	**Dex** 14 (+10)	**Wis** 16 (+11)
Con 17 (+11)	**Int** 24 (+15)	**Cha** 21 (+13)

Alignment evil — **Languages** Common

3 Rakshasa Warriors — **Level 15 Soldier**
Medium natural humanoid — XP 1,200 each

HP 142; **Bloodied** 71 — **Initiative** +13
AC 31, **Fortitude** 29, **Reflex** 27, **Will** 26 — **Perception** +16
Speed 6 — Low-light vision

Standard Actions

Longsword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC. The rakshasa makes two attack rolls and uses either result.
Hit: 2d8 + 7 damage, and the rakshasa marks the target until the end of the rakshasa's next turn.

Claw ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 2d6 + 6 damage, and ongoing 10 damage (save ends).

Minor Actions

Deceptive Veil (illusion) ✦ **At-Will**
Effect: The rakshasa disguises itself to appear as a Medium humanoid until it uses *deceptive veil* again or until it drops to 0 hit points. Other creatures can make a DC 35 Insight check to discern that the form is an illusion.

Illusory Ambush (illusion) ✦ **Encounter**
Effect: The rakshasa becomes invisible, and an illusion of it appears in its square. The transition is indiscernible to observers, and the illusion lasts until the start of the rakshasa's next turn or until a creature attacks the illusion. After the illusion appears, the rakshasa shifts up to its speed.

Triggered Actions

Tiger Pounce (teleportation) ✦ **At-Will**
Trigger: An enemy marked by and within 5 squares of the rakshasa shifts or makes an attack that does not include it as a target.
Effect (Immediate Reaction): The rakshasa teleports up to its speed and uses *claw* against the triggering enemy. If *claw* hits, the target also falls prone.

Str 20 (+12)	**Dex** 18 (+11)	**Wis** 18 (+11)
Con 14 (+9)	**Int** 12 (+8)	**Cha** 14 (+9)

Alignment evil — **Languages** Common
Equipment scale armor, heavy shield, longsword

30. Alchemical Laboratory

Roleplaying Encounter

The adventurers come upon Grik, a kobold ghost that haunts Baba Yaga's alchemical laboratory.

Perception DC 22: The character notices the face of a kobold peering out from within one of the chamber's walls.

Light: Bright magical light.

Read:

You enter a well-lit laboratory filled with tables, upon which sit flasks, pots, and utensils. The floor is strewn with debris.

The tables are filled with equipment required for creating alchemical compounds. If the characters investigate the items, provide them whatever details you want. If the adventurers fail to notice Grik hiding within a wall, the kobold ghost eventually emerges.

Grik, Vengeful Kobold

Long ago, Baba Yaga came upon Grik, a kobold sorcerer. Grik, sensing the old crone's evil nature, did the only thing he could to avoid being killed—he made her laugh. Grik's pratfalls and jokes amused the hag enough that she took him back to her hut, magically charming him and placing him "in charge" of her alchemical laboratory. Grik has since lived in the hut for years, magically prevented from aging.

A few months ago, the passion devil Karik (see room 17) came upon the laboratory. For some reason, perhaps exposure to alchemical reagents, Grik is able to see Karik's true form when the passion devil is in its human guise. The devil slew Grik and went on its way, leaving the kobold to haunt the laboratory he had guarded for so long. If the characters have Grik in tow when they meet Jayden Thull, the kobold ghost quickly points Jayden out as the devil he is.

When the characters come upon Grik, he is happy to have visitors. He invites them to examine his home and gladly answers questions about the alchemical laboratory and the rooms connected to it. If the adventurers are friendly to him, Grik can accompany them as they continue exploring the hut.

Grik is immune to all damage, and he is bound to the hut unless he leaves through a room that allows access to other planes. Although he appears to be corporeal, Grik is a ghost and can hide in the walls of any room he occupies. He cannot pass through the walls since the hut's rooms are not physically adjacent to one another. Despite his immunities, Grik is too cowardly to scout for the party. He believes anything can happen inside the hut, including something that could harm him.

31. Prison

Combat Encounter Level 16 (8,200 XP)

The hut's prison is guarded by a lone jailer watching over various captives.

Light: Dim light from torches in chamber A; bright magical light in all other chambers.

Monsters: 1 fire demon, 1 piscodemon, 1 hell knight, 2 diakkas.

Read:

You enter a stone chamber filled with magical light. A shimmering doorway stands in one wall. You hear several voices coming from the other side of the portal.

Chambers B and D are empty. Chamber C contains empty armor and weapon stands. Chamber A is the prison, containing a central guard chamber and twelve small cells. Each cell is separated from the main hall by a shimmering wall of force. To deactivate one cell door, an adjacent character can attempt a DC 30 Arcana check or Thievery check as a standard action.

Fire Demon — **Level 18 Elite Skirmisher**
Large elemental humanoid (demon, fire) — XP 4,000

HP 344; **Bloodied** 172 — **Initiative** +18
AC 32, **Fortitude** 31, **Reflex** 32, **Will** 29 — **Perception** +13
Speed 8, fly 10 (hover)
Resist 15 fire; **Vulnerable** 5 cold
Saving Throws +2; **Action Points** 1

Standard Actions

⊕ **Fiery Touch** (fire) ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. Reflex
Hit: 2d10 + 8 fire damage.

⸸ **Lashing Flame** ✦ **At-Will**
Effect: The fire demon shifts 5 squares. Once during this shift, the demon can use *fiery touch*.

Move Actions

Drawn to Fire (teleportation) ✦ **At-Will**
Effect: The fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.

Minor Actions

Inferno Blast (fire, zone) ✦ **At-Will** (1/round)
Attack: Close blast 3 (creatures in blast); +21 vs. Reflex
Hit: 2d6 + 8 fire damage.
Effect: The blast creates a zone that lasts until the end of the fire demon's next turn. Any creature that enters or ends its turn within the zone takes 10 fire damage.

Triggered Actions

Vengeful Fire (fire) ✦ **At-Will**
Trigger: A creature misses the demon with a melee attack.
Effect (Opportunity Action): The triggering creature takes 5 fire damage.

Str 17 (+12)	**Dex** 25 (+16)	**Wis** 19 (+13)
Con 20 (+14)	**Int** 8 (+8)	**Cha** 14 (+11)

Alignment chaotic evil **Languages** Abyssal, Common

The fire demon jailer can open a cell door as a minor action.

When the characters enter chamber A, the fire demon attacks them. It has grown bored watching over the prisoners and welcomes a fight. If the adventurers are formidable, the demon starts releasing captives, promising to put in a good word with Baba Yaga for any prisoners that help him in the battle.

Hell Knight **Level 15 Soldier**
Medium immortal humanoid (devil) XP 1,200

HP 146; **Bloodied** 73 **Initiative** +15
AC 31, **Fortitude** 27, **Reflex** 28, **Will** 26 **Perception** +11
Speed 6 Darkvision
Immune fear; **Resist** 20 fire

Traits

Hell's Rider
While the hell knight is mounted, its mount can make Athletics, Acrobatics, or Stealth checks using the hell knight's skill modifiers rather than its own.

Standard Actions

Mace (fire, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 2d8 + 9 damage plus 5 fire damage, and the target falls prone.

Flame Lance (weapon) ✦ **At-Will**
Requirement: The hell knight must be wielding a lance.
Attack: Melee 2 (one creature); +20 vs. AC. When the hell knight charges while mounted, this attack can score a critical hit on a roll of 19-20.
Hit: 2d10 + 12 fire damage.

Minor Actions

Eyes of the Narzugon ✦ **At-Will**
Effect: One creature within 10 squares of the hell knight is marked and slowed until the end of the hell knight's next turn.

Skills Athletics +17, Intimidate +15, Stealth +18

Str 20 (+12)	**Dex** 22 (+13)	**Wis** 18 (+11)
Con 18 (+11)	**Int** 15 (+9)	**Cha** 17 (+10)

Alignment evil **Languages** Supernal
Equipment plate armor, heavy shield, mace, lance

Cells: In addition to the prisoners described below, you can include other captives (hostile or friendly) in the cells. If the adventurers have come to the hut to rescue someone, that person might be here.

One of the cells holds a piscodemon that is being punished for past transgressions. Another cell holds a hell knight whose loyalty is being tested. A third cell holds a pair of diakkas.

Treasure: A gemstone worth 5,000 gp is stowed in a small chainmail pouch on the fire demon's belt.

Piscodemon **Level 14 Controller (Leader)**
Medium elemental magical beast (demon) XP 1,000

HP 138; **Bloodied** 69 **Initiative** +12
AC 27, **Fortitude** 25, **Reflex** 27, **Will** 25 **Perception** +13
Speed 6, swim 6 Darkvision

Traits

Demonic Rally (healing) ✦ **Aura** 3
Any bloodied demon that ends its turn within the aura regains 5 hit points.

All-Around Vision
Enemies can't gain combat advantage by flanking the piscodemon.

Standard Actions

Claw ✦ **At-Will**
Requirement: The piscodemon must not have two creatures grabbed.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 6 damage, and the target is grabbed.

Writhing Tentacles (poison) ✦ **At-Will**
Attack: Melee 1 (one creature grabbed by the piscodemon); +19 vs. AC
Hit: 2d8 + 6 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).

Vision of Madness (psychic) ✦ **At-Will**
Attack: Ranged 20 (one creature); +17 vs. Will
Hit: 3d6 + 6 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.

Writhing Ground (zone) ✦ **Recharge** ⚁ ⚀
Attack: Area burst 1 within 10 (creatures in burst); +17 vs. Reflex
Hit: 3d10 + 6 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).

Triggered Actions

Bloodied Wail (fear, thunder)
Trigger: The piscodemon is first bloodied.
Attack (Free Action): Close burst 3 (creatures in burst); +17 vs. Fortitude
Hit: 4d8 + 6 thunder damage, and the piscodemon pushes the target 5 squares.

Variable Resistance ✦ **2/Encounter**
Trigger: The piscodemon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

Skills Arcana +22

Str 25 (+14)	**Dex** 21 (+12)	**Wis** 23 (+13)
Con 18 (+11)	**Int** 30 (+17)	**Cha** 27 (+15)

Alignment chaotic evil **Languages** Abyssal, telepathy 20

Tactics: The fire demon uses *drawn to fire* to teleport within or adjacent to the zone created by *inferno blast*. As soon as the fight proves difficult, the fire demon releases the piscodemon and the hell knight. If they still cannot overcome the characters, the demon also releases the diakkas.

The piscodemon and the hell knight welcome the opportunity to prove themselves to Baba Yaga. The diakkas join the fight at first but hesitate as combat progresses. A few well-timed words and interaction skill checks by the characters might sway the diakkas to switch sides and help against the other monsters. If this happens, allow the players to control the diakkas with your oversight.

2 Diakkas	Level 14 Skirmisher
Small fey humanoid	XP 1,000 each
HP 140; **Bloodied** 70	**Initiative** +15
AC 28, **Fortitude** 26, **Reflex** 27, **Will** 25	**Perception** +11
Speed 6	Low-light vision

Traits

Infernal Squawking ✦ Aura 2
Any nondeafened enemy in the aura takes a -4 penalty to attack rolls the enemy makes during another creature's turn. While the diakka is dazed, dominated, or stunned, this aura ceases to function.

Standard Actions

Claw ✦ At-Will
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 13 damage.

Scampering Attack ✦ At-Will
Effect: The diakka shifts up to its speed and uses *claw* once at any point during the movement.

Piercing Beak ✦ Recharge
Effect: The diakka can jump up to its speed before the attack.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d8 + 13 damage, and ongoing 10 damage (save ends).
First Failed Saving Throw: The target is also weakened (save ends both).

Skills Athletics +13

Str 12 (+8)	**Dex** 23 (+13)	**Wis** 18 (+11)
Con 20 (+12)	**Int** 10 (+7)	**Cha** 10 (+7)

Alignment evil **Languages** Common, Elven

32. Food Storage Lockers

Exploration Encounter

The adventurers come upon the hut's meat storage.

Light: Bright magical light.

Read:
A stone hallway with several side doors extends before you. All is quiet.

Four side chambers each contain various kinds of meat and are enchanted to keep the food fresh. Chambers A and B contain meat from normal animals, such as cattle, pigs, sheep, and deer. Chamber C contains meat from unusual or magical creatures, such as griffons. Chamber D contains meat from sentient beings, including humans, dwarves, and elves.

Stranger foodstuffs and containers might be found in this room. For example, chamber D might contain mind flayer tentacles in a bowl shaped like a brain.

The characters might find wandering monsters seeking a snack in these chambers.

33. Natasha's Laboratory

Exploration Encounter

Natasha the Dark's laboratory has fallen into disuse, but it contains a hidden item that can flesh out the hut's history.

Light: Dim, flickering magical light.

When the characters enter chamber A, read:
You come upon a square chamber with a large well in the center. The well is filled to the brim with still, black water. Magical light flickers throughout the chamber.

When the characters enter chamber B, read:
You enter a large stone chamber littered with debris. Flickering magical light fills the chamber.

After Natasha left the hut, Elena removed most of the furniture and decorations from the room in sadness over the loss of her foster sister. Recently, while Elena was sleepwalking in the lab, her subconscious took over, and she left a note regarding her feelings for her foster sister and her accidental summoning of the false Natasha. The note is in a watertight scroll tube weighted with stones at the bottom of the well in chamber A. The well is 20 feet deep.

The parchment reads:
My sister is gone, and I miss her. My mind brought forth a new sister, seeming to be my old sister, but not true. My new sister is not what I hoped for. Perhaps one day I will find her again. Iggwilv is an ugly name that bites at my heart.
Elena

The floor of chamber B is littered with bits of wood, cloth, glass, clay, and so forth. If the characters sift through the debris, they discover that the floor has been etched with Rellanic script. These runes spell out a single sentence.

Look in the deep, dark well.

34. Guardians and Servants

Combat Encounter Level 15 (6,400 XP)

In this chamber, several monsters await further instructions and tasks from Baba Yaga. They are restless and spoiling for a fight.

Light: Dim light from torches.

Monsters: 1 derghodemon, 1 piscodemon, 4 diakkas.

Read:
You enter a large chamber with sturdy stone walls and a wood-rafter ceiling. Torches affixed to the walls illuminate the area with flickering light, revealing several creatures in the room.

This is a basic combat encounter. As soon as the characters enter the room, the monsters attack.

Tactics: Baba Yaga's servants use this room as a private refuge when they do not want to return to their quarters (room 48), and they fly into a frenzy when disturbed. Their attacks are uncoordinated, and they do not hesitate to use powers that might endanger their allies. The derghodemon focuses on the strongest enemy while the piscodemon goes after the party's apparent leader. The diakkas attack chaotically, taking advantage of flanking.

Derghodemon **Level 12 Elite Soldier**
Huge elemental magical beast (demon, earth) XP 1,400

HP 254; **Bloodied** 127 **Initiative** +10
AC 26, **Fortitude** 26, **Reflex** 22, **Will** 24 **Perception** +11
Speed 6, burrow 6 Darkvision
Saving Throws +2; **Action Points** 1

Traits

All-Around Vision
Enemies can't gain combat advantage by flanking the derghodemon.

Standard Actions

Claw ✦ At-Will
Attack: Melee 3 (one creature); +17 vs. AC
Hit: 1d8 + 5 damage.

Flailing Assault ✦ At-Will
Effect: The derghodemon uses *claw* four times, no more than twice against a single target. If a single target is hit with *claw* twice, the derghodemon grabs the target.

Move Actions

Earth Furrow ✦ At-Will
Effect: The derghodemon moves its burrow speed below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures' spaces. As it burrows beneath the space of a Large or smaller creature on the ground, the derghodemon makes the following attack against that creature.
Attack: Melee 3; +15 vs. Fortitude
Hit: The target falls prone.

Minor Actions

Death Hook ✦ At-Will (1/round)
Requirement: The derghodemon must not have a creature restrained.
Attack: Melee 3 (one creature grabbed by the derghodemon); +15 vs. Fortitude
Hit: 2d8 + 5 damage, and the target enters the derghodemon's space, is restrained, and takes ongoing 10 damage (save ends all). If the derghodemon moves, the restrained creature moves with it.

Triggered Actions

Variable Resistance ✦ 2/Encounter
Trigger: The derghodemon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The derghodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

Str 27 (+14)	**Dex** 14 (+8)	**Wis** 20 (+11)
Con 23 (+12)	**Int** 5 (+3)	**Cha** 13 (+7)

Alignment chaotic evil **Languages** Abyssal, Supernal

Piscodemon **Level 14 Controller (Leader)**
Medium elemental magical beast (demon) XP 1,000

HP 138; **Bloodied** 69 **Initiative** +12
AC 27, **Fortitude** 25, **Reflex** 27, **Will** 25 **Perception** +13
Speed 6, swim 6 Darkvision

Traits

Demonic Rally (healing) **✦ Aura** 3
Any bloodied demon that ends its turn within the aura regains 5 hit points.

All-Around Vision
Enemies can't gain combat advantage by flanking the piscodemon.

Standard Actions

Claw ✦ At-Will
Requirement: The piscodemon must not have two creatures grabbed.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 6 damage, and the target is grabbed.

Writhing Tentacles (poison) **✦ At-Will**
Attack: Melee 1 (one creature grabbed by the piscodemon); +19 vs. AC
Hit: 2d8 + 6 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).

Vision of Madness (psychic) **✦ At-Will**
Attack: Ranged 20 (one creature); +17 vs. Will
Hit: 3d6 + 6 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.

Writhing Ground (zone) **✦ Recharge** ⚁ ⚀
Attack: Area burst 1 within 10 (creatures in burst); +17 vs. Reflex
Hit: 3d10 + 6 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).

Triggered Actions

Bloodied Wail (fear, thunder)
Trigger: The piscodemon is first bloodied.
Attack (Free Action): Close burst 3 (creatures in burst); +17 vs. Fortitude
Hit: 4d8 + 6 thunder damage, and the piscodemon pushes the target 5 squares.

Variable Resistance ✦ 2/Encounter
Trigger: The piscodemon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

Skills Arcana +22

Str 25 (+14)	**Dex** 21 (+12)	**Wis** 23 (+13)
Con 18 (+11)	**Int** 30 (+17)	**Cha** 27 (+15)

Alignment chaotic evil **Languages** Abyssal, telepathy 20

4 Diakkas **Level 14 Skirmisher**
Small fey humanoid XP 1,000 each

HP 140; **Bloodied** 70 **Initiative** +15
AC 28, **Fortitude** 26, **Reflex** 27, **Will** 25 **Perception** +11
Speed 6 Low-light vision

Traits

Infernal Squawking ✦ Aura 2
Any nondeafened enemy in the aura takes a -4 penalty to attack rolls the enemy makes during another creature's turn. While the diakka is dazed, dominated, or stunned, this aura ceases to function.

Standard Actions

Claw ✦ At-Will
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 13 damage.

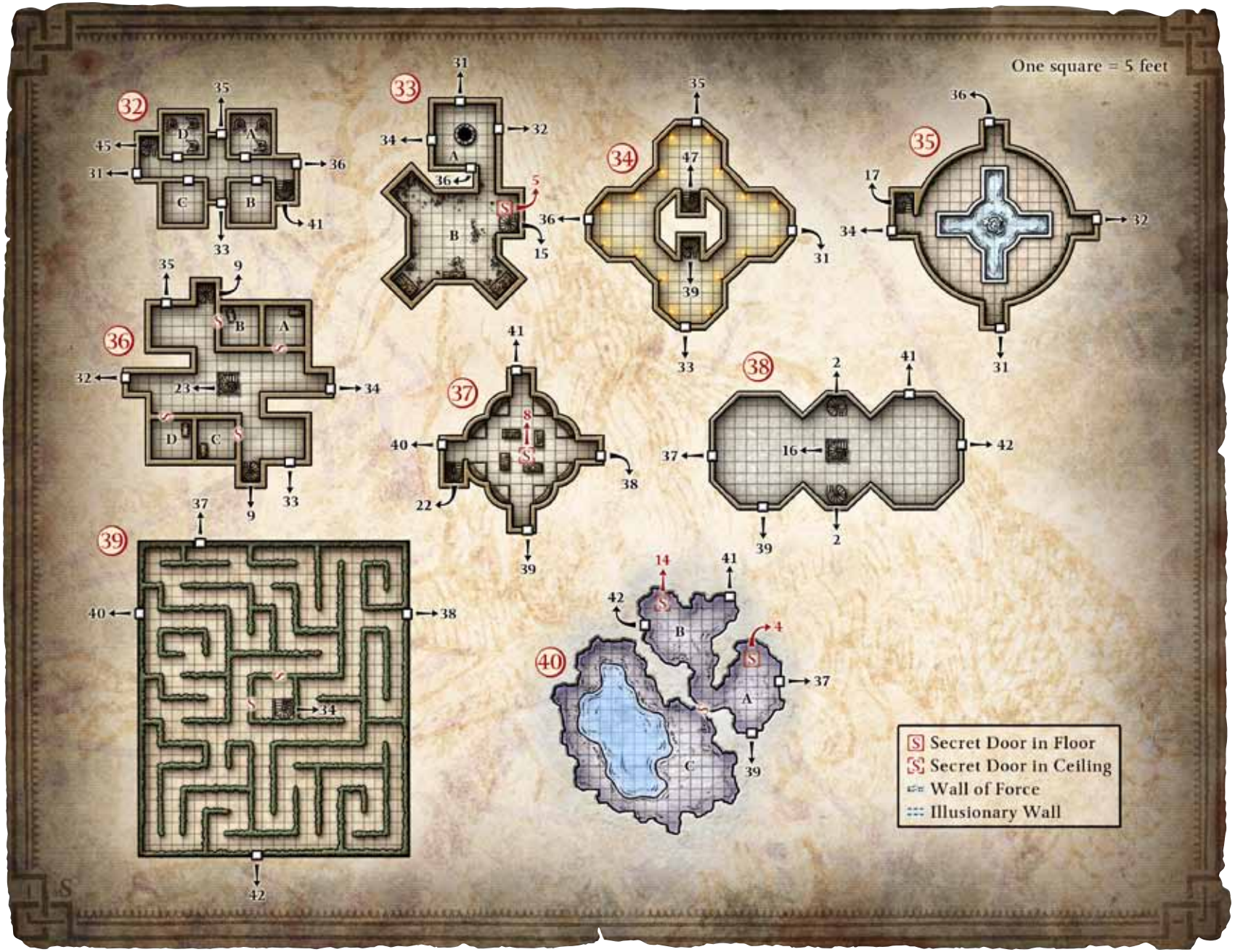
Scampering Attack ✦ At-Will
Effect: The diakka shifts up to its speed and uses *claw* once at any point during the movement.

Piercing Beak ✦ Recharge ⚁ ⚀
Effect: The diakka can jump up to its speed before the attack.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d8 + 13 damage, and ongoing 10 damage (save ends).
First Failed Saving Throw: The target is also weakened (save ends both).

Skills Athletics +13

Str 12 (+8)	**Dex** 23 (+13)	**Wis** 18 (+11)
Con 20 (+12)	**Int** 10 (+7)	**Cha** 10 (+7)

Alignment evil **Languages** Common, Elven


One square = 5 feet
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Secret Door in Floor
Secret Door in Ceiling
Wall of Force
Illusionary Wall

35. Fountain of Life

Exploration Encounter

This room is one of the few in Baba Yaga's hut that is entirely beneficial to visitors. The most important feature is the large pool and fountain in the center. The adventurers can drink from these waters to gain significant benefits.

Light: Dim magical light emanates from the fountain's water.

Read:
A large, circular chamber stands before you. The walls are covered in vines, and the floor is packed earth. The center of the room is dominated by a cruciform pool, its sides composed of white marble. A fountain in its middle throws bright liquid into the air, filling the pool with luminous water that bathes the room in a soft glow.

If a character makes an Arcana check to detect magic within the room, a jolt of magical light stuns him or her momentarily. The character then realizes that the pool's water is imbued with strong, beneficial magic.

Any creature that drinks from the pool immediately "hears" these words.

"Welcome, mortal. Embrace the waters and choose."

The creature immediately regains all its hit points, as well as its choice of one of the following benefits.

- ✦ Regain the use of one daily power.
- ✦ Regain 1d4 healing surges.
- ✦ Gain the effects of a Remove Affliction ritual with a Heal check result of 30.
- ✦ Gain one action point that must be spent before the recipient's next extended rest or it is lost.

Once a creature has gained a benefit, it cannot gain another until after it has taken three extended rests.

36. Servants' Chambers

Exploration Encounter

This room contains the personal chambers for some of Baba Yaga's servants.

Light: Torches on the walls provide dim, flickering light.

Read:
You enter a winding room with several doors. Torches mounted on the walls illuminate the area with flickering orange light.

Four chambers lie off the main hall, each filled with ratty straw sleeping pallets and a few trinkets that the old hag's servants have gathered over the years.

Most likely, the chambers are empty because the servants are engaged in tasks in other parts of the hut. However, you can place monsters here.

37. Food Storage

Exploration Encounter

This room is full of shelves and tables that hold fruits, vegetables, grains, bread, and sweets.

Light: Bright magical light.

Read:
You enter a large chamber featuring a wood-plank floor, wood-slat walls, and a domed wooden ceiling. Magical light permeates the room, illuminating shelves and tables covered with bowls and baskets of foodstuffs.

The room is enchanted to prevent food from spoiling. A denizen of the hut might be here seeking a snack.

Special Doorways: A trapdoor in the center of the ceiling leads to room 8. The trapdoor is a platform that is lowered by pulling a lever set in the floor directly below it.

38. Meeting Hall

Exploration Encounter

Baba Yaga's meeting hall has fallen into disuse lately, but Natasha sometimes comes here, and diakkas and nagpas can sometimes be found here tidying up.

Light: Dim magical light.

Read:
You enter an enormous room with stone masonry walls and a tiled floor. Through the dim light, you make out several doors and stairways as well as bas-reliefs depicting Baba Yaga and her conquests.

In the past, Baba Yaga used this large hall to address her guests, celebrate victories, and show off the spoils of her conquests. Nowadays, the room is rarely used and is lit just enough to allow easy passage.

If the characters detect magic here, a DC 25 Arcana check reveals that tables and chairs can be created in the room at a visitor's whim.

39. Garden Maze

Exploration and Roleplaying Encounter

The adventurers enter a large hedge maze that might contain encounters or interesting discoveries.

Light: Bright light.

Read:
You come upon a large outdoor area filled with a hedge maze. The hedges are fifteen feet tall and thick, composed of intertwining bushes, vines, and berries of many varieties. A bright noonday sun shines overhead. The calls of birds and the buzzing of insects fill your ears.

The room is only as tall as the hedges; the sky and sun are illusory. A character who climbs the side of a hedge (Athletics DC 22) to survey the maze from

above bumps into the hard ceiling and cannot reach the top of the hedge.

The maze is a blank slate, intended for you to populate with plants, animals, monsters, encounters, or whatever else suits your campaign. Suggestions include:

- The hedges might animate and attack. Fill out such an encounter with plant monsters.
- The plants might bear fruits and berries that the characters can eat. Some might be poisonous or have other effects.
- The characters might come upon Ivan the mouse, taking a break from his duties in room 20.
- Several diakkas might be playing a game of hide-and-seek while they wait for more tasks from their mistress.
- Elena might be here, alone or with her entourage, seeking solace from her troubles.

40. Crystal Grotto

Combat Encounter Level (Varies)

The adventurers discover caverns, one of which contains a mystical pool.

Light: Bright magical light.

Read:

You enter an underground cavern. Dozens of crystals jut from the surface of the rough rock that makes up the floor, walls, and ceiling. The air is dry and stale. Magical light fills the area.

Chambers A and B contain several doors to other rooms. In addition, a secret door to room 4 is in the floor of chamber A, and a secret door to room 14 is in the ceiling of chamber B. Discovering either of these doors requires a DC 29 Perception check.

A "secret" door connects chambers A and C. The door is not readily noticeable only because it is behind an illusory wall. The wall is inscribed with the following line of Rellanic text.

Enter only if you wish to face your greatest nightmare.

Dispelling the illusion requires a DC 22 Arcana check. If a character successfully dispels the illusion, he or she is attacked by the *curse of morphing flesh*.

Chamber C: This area contains a large pool of still water that is highly reflective. If a character looks into the pool such that his or her image is reflected, a duplicate of the character rises out of the water and attacks. Multiple duplicates might attack at the same time if multiple characters look into the pool simultaneously.

Duplicates: A duplicate has the same ability scores, skills, and defenses as the duplicated character. It has the character's maximum hit point total, but it has no healing surges and cannot benefit from healing. A duplicate also has all the character's racial traits, at-will powers, and encounter powers. Although a duplicate appears to wear gear identical to the source character's, it has no actual magic items. A duplicate is chaotic evil. If killed, a duplicate explodes into red vapor.

Tactics: A duplicate's main goal is to kill the character it duplicates. However, it makes opportunity attacks and uses close and area attacks to hit multiple enemies.

If the adventurers leave any duplicates alive, the duplicates can travel to other rooms in the hut. However, a duplicate cannot leave the hut while the duplicated character is alive. Each duplicate knows this and seeks to destroy its counterpart. If it does so, it gains healing surges and the ability to heal. It takes the slain character's gear, leaves the hut, and takes on its new life as if it were the duplicated character, albeit a chaotic evil version.

Treasure: 8,000 gp in assorted valuables at the bottom of the pool in chamber C.

41. Kitchens

Combat Encounter Level 15 (6,300 XP)

Servants slave over hot stoves in the hut's kitchens.

Light: Torches provide bright light.

Monsters: 1 frost witch harpy, 4 annis hags.

Read:

You come upon a large kitchen illuminated by torches hung on the stone walls. The tiled floor is spotted and stained. The entire area is dotted with counters, tables, shelves, and crates. Three wood-burning stoves stand against one wall, and the aroma of cooking food hangs in the air. A white-haired, purple-winged female wearing ice-blue vestments barks orders to a quartet of young, beautiful female elves.

Baba Yaga's servitors busily prepare meals for the inhabitants of the hut. The tables, counters, and shelves are filled with bowls, pots, pans, and cooking utensils, including a wide variety of knives. The crates contain foodstuffs brought from storage.

When the characters enter, the harpy and the hags, consumed by their duties, are not immediately hostile. If not bothered, they allow the adventurers to pass through the area freely. If the characters request food, the harpy assumes they are guests of Baba Yaga and serves a quick, simple meal at one of the tables.

If engaged in conversation, the kitchen workers are polite but answer in quick bursts while tending to their duties. If the characters do anything to make the frost witch harpy suspicious, it orders the hags to attack and make the adventurers the next dinner.

Tactics: The frost witch harpy uses *chilling screech* as soon as it can hit multiple enemies without endangering its allies. It then falls back on *icy stare* or *frost claw* as appropriate. The annis hags pair up to focus on the two strongest-seeming enemies.

Treasure: Various valuables worth 4,000 gp are stored here.

4 Annis Hags	**Level 16 Brute**
Medium fey humanoid	XP 1,400 each

HP 188; **Bloodied** 94 — **Initiative** +13
AC 28, **Fortitude** 29, **Reflex** 28, **Will** 27 — **Perception** +12
Speed 7 — Low-light vision

Standard Actions

Claw ✦ At-Will
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d10 + 14 damage, and the hag grabs the target (escape DC 22).

Rend ✦ At-Will
Attack: Melee 1 (one creature grabbed by the hag); +19 vs. Fortitude
Hit: 3d10 + 21 damage.

Minor Actions

Change Shape (polymorph) **✦ At-Will**
Effect: The hag alters its physical form to appear as a female of any Medium humanoid race until it uses *change shape* again or until it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 36 Insight check to discern that the form is a disguise.

Triggered Actions

Mind Fog (charm, psychic) **✦ Recharge** when first bloodied
Trigger: An enemy hits the hag with a melee attack.
Attack (Immediate Reaction): Close burst 2 (triggering enemy in the burst); +19 vs. Will
Hit: 2d10 + 12 psychic damage, and the hag slides the target up to 2 squares to a square adjacent to the hag. The target grants combat advantage until the end of the hag's next turn.

Skills Athletics +19, Bluff +14

Str 23 (+14)	**Dex** 21 (+13)	**Wis** 18 (+12)
Con 18 (+12)	**Int** 12 (+9)	**Cha** 12 (+9)

Alignment evil — **Languages** Common, Elven

Frost Witch Harpy	**Level 12 Controller**
Medium fey humanoid	XP 700

HP 123; **Bloodied** 61 — **Initiative** +9
AC 26, **Fortitude** 23, **Reflex** 23, **Will** 25 — **Perception** +13
Speed 6 (ice walk), fly 8 (clumsy)
Resist 10 cold, 10 thunder; **Vulnerable** 5 fire

Traits

Frost Aura ✦ Aura 2
Enemies have vulnerable 5 cold while in the aura.

Standard Actions

Frost Claw (cold) **✦ At-Will**
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 3d8 + 4 cold damage.

Icy Stare (cold) **✦ At-Will**
Attack: Ranged 5 (one or two creatures); +15 vs. Will
Hit: 3d6 + 2 cold damage, and the target is slowed until the end of the harpy's next turn.

Chilling Screech (cold, thunder) **✦ Encounter**
Attack: Close burst 2 (creatures in the burst); +15 vs. Fortitude
Hit: 4d8 + 2 cold and thunder damage. If the target is slowed or immobilized, it takes ongoing 10 cold damage (save ends).

Skills Arcana +15, Bluff +17, Diplomacy +17, Nature +13

Str 16 (+9)	**Dex** 17 (+9)	**Wis** 15 (+8)
Con 19 (+10)	**Int** 19 (+10)	**Cha** 22 (+12)

Alignment evil — **Languages** Common, Elven, Primordial

42. Formal Dining Hall

Exploration Encounter

The hut's dining hall retains its elegance despite seeing little use these days.

Light: Bright magical light.

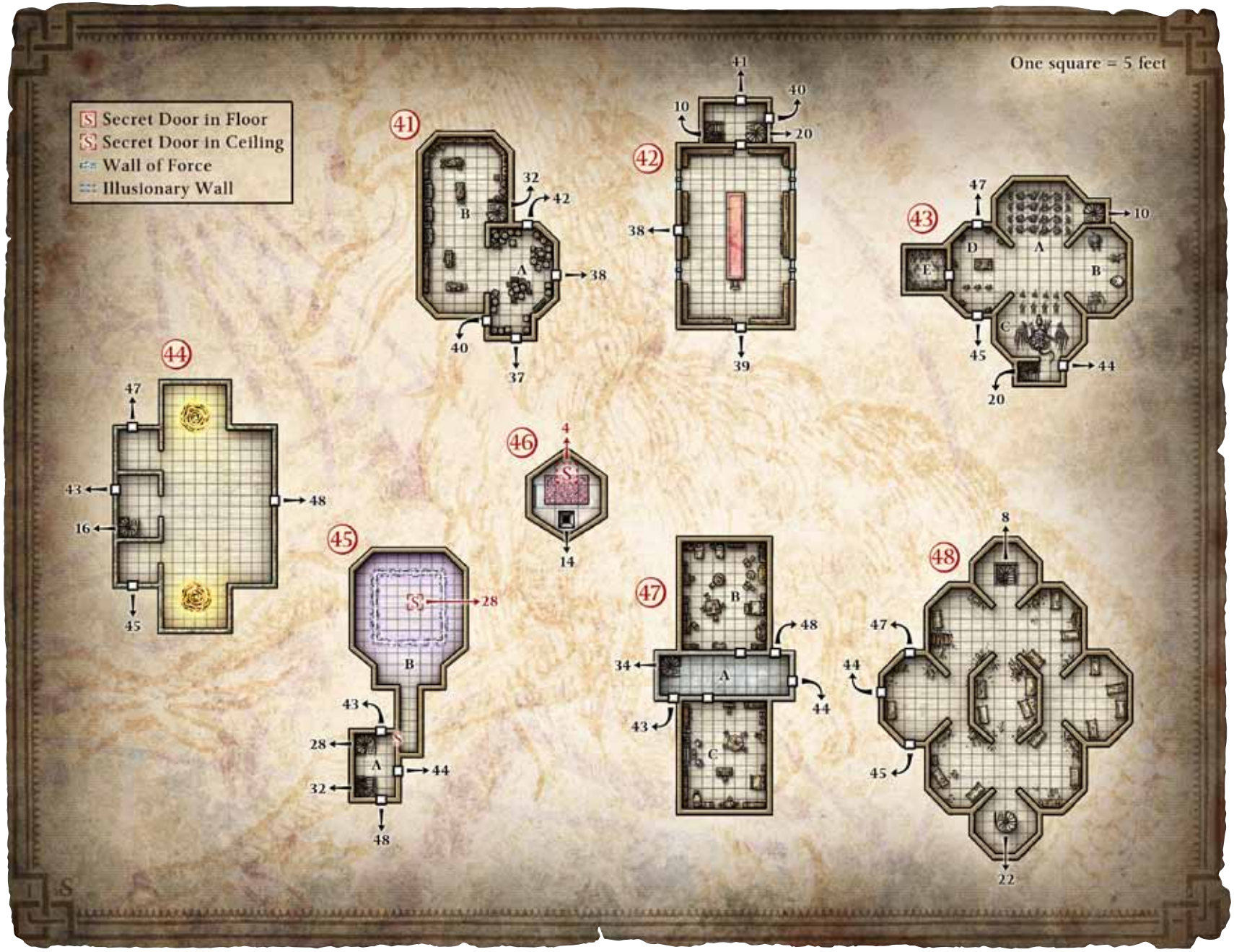
Read:

You come upon a grand dining hall, flanked by a small antechamber, both areas illuminated by bright magical light. The walls of the dining hall are lined with bookshelves filled with tomes and curiosities. The hall's vaulted ceiling is 40 feet high at its apex; an enormous chandelier hangs from its center. Four large windows look out on a pastoral countryside. An immense dining table is carved from a single piece of rose quartz. A grand chair stands at one end of the table.

The bookshelves are filled with tomes on mundane topics gathered from countless worlds and planes. The characters might find books on history, politics, geography, and the arts, as well as works of fiction. Interspersed among the books are various trinkets and bric-a-brac that the archfey has stolen during her travels. Provide whatever details you wish.

The windows are magical. Their pastoral scenes seem real but are illusory.

The large chair at the end of the table belongs to Baba Yaga and is cursed. Any creature other than the crone or her simulacrum that touches the chair is attacked by the *curse of the mad mind*.


One square = 5 feet
Secret Door in Floor
Secret Door in Ceiling
Wall of Force
Illusionary Wall
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43. Curio Rooms

Exploration Encounter

The characters venture into a set of chambers filled with skeletons that Baba Yaga has collected.

Light: Bright magical light.

Read:

This large room is broken up into four chambers. Magical light illuminates dozens of skeletons that have been set on stands in various poses.

In chamber A, the skeletons of a dozen humanoids are arranged to appear as if they are fighting one another. Several wear armor and brandish weapons.

Chamber B contains skeletons of strange and monstrous creatures, some of which hang from the ceiling. They include a displacer beast, a beholder, a six-armed snake-bodied creature, and a manticore.

Chamber C contains the skeleton of an enormous dragon, along with the skeletons of several kobolds bowing down to it.

Chamber D contains several incomplete skeletons, along with various bones, skulls, and tools.

Chamber E contains a large pile of assorted bones and skulls.

44. Hall of Gateways

Combat Encounter Level 15 (6,400 XP)

This room contains two magic portals that connect to every location in the multiverse. The area is guarded.

Perception DC 22: The character notices that some of the flattened bodies in the walls seem to be alive and in great pain.

Light: Bright magical light.

Monsters: 1 adult volcanic dragon, 2 oath wights.

Read:

You come upon a large chamber that has several side chambers. The walls are composed of a mishmash of stone, wood, metal, plants, and the flattened bodies of various monsters and humanoids. The ceiling is 40 feet high. The area is illuminated by multicolored streams of light arcing between two swirling miasmas of energy located on either end of the long main chamber. A large dragon, seemingly composed of living lava, stands near one of the swirls and looks at you as you enter. Two sallow-skinned dwarves with sunken eye sockets stand next to the other swirl. One of them speaks to the other in Common, saying, "Friends or foes, do you suppose?"

When the adventurers enter this room, the guardians are not hostile immediately. They assume that if the characters have journeyed so far into the hut, they must be guests of Baba Yaga and have a good reason for being here.

If the characters ask to use either gate, the guardians question them about their intentions. If the adventurers keep their answers short and peaceful and are not caught in a lie, they are allowed to use the gate (see below for details).

The guardians have been enchanted to be able to detect lies. If the adventurer speaks dishonestly in any way, have that character make a DC 30 Bluff check. Failure means the guardians attack immediately.

Keep the interactions with the guardians tense. The volcanic dragon and the oath wights examine the adventurers' responses closely. If the characters say anything that does not seem fully honest, the guardians grow hostile and attack unless the characters quickly reassure them.

Tactics: If the adventurers provoke combat, all three guardians attack. The volcanic dragon cares little for the oath wights and does not hesitate to use powers that might affect them. The wights fear the dragon and stay away from it as much as possible, focusing their attacks on characters far from the magical beast.

The Planar Gate

The portal at the top end of the map connects to several planes, including the Abyss, the Elemental Chaos, the Astral Sea, and various astral dominions.

The planar gate is guarded by an adult volcanic dragon that Baba Yaga brought from the Elemental Chaos many years ago. The dragon is surly to the extreme. The slightest misstep in conversation causes it to become furious and attack.

The World Gate

The portal at the bottom end of the map connects to every world known to Baba Yaga, including Athas, Faerûn, Eberron, and Earth. This gate can also access the Shadowfell and the Feywild of those universes.

The world gate is guarded by a pair of oath wights the archfey brought from Athas when she attuned the portal to access that blistering desert world. The oath wights are a strange pair of brothers who were transformed into undead creatures on Athas and believe that they are guarding their homeworld from intruders. If the characters say that they want to travel to Athas, the wights become extremely wary and question the party rigorously.

If the characters ask to travel to any other world, the oath wights ask for the characters' reasons and let them pass if the responses seem reasonable.

Using the Gates

Discerning the specific capabilities of either gate requires a DC 30 Arcana check. To use either gate, a creature must speak the name of the desired location and then step into the swirling miasma. If the named location is not specific enough, the portal's magic transports the creature to the best possible location that fits. For example, if a creature says "Waterdeep" and steps into the world gate, it is transported to the center of that city. If it says "Blackstaff Tower in Waterdeep," it is transported adjacent to the front door of the place.

Adult Volcanic Dragon **Level 15 Elite Brute**
Large elemental magical beast (fire, dragon) XP 2,400

HP 362; **Bloodied** 181 **Initiative** +12
AC 27, **Fortitude** 28, **Reflex** 26, **Will** 27 **Perception** +13
Speed 8, fly 8 (clumsy) Darkvision
Saving Throws +2; **Action Points** 1

Traits

Noxious Fumes (poison) ✦ **Aura** 1
Any enemy that ends its turn within the aura takes 5 poison damage.

Standard Actions

Bite (fire) ✦ **At-Will**
Attack: Melee 2 (one creature); +19 vs. AC
Hit: 2d10 + 5 damage, and ongoing 10 fire damage (save ends).

Claw ✦ **At-Will**
Attack: Melee 2 (one creature); +21 vs. AC
Hit: 2d8 + 5 damage, and the target loses all fire resistance until the end of the dragon's next turn.

Double Attack ✦ **At-Will**
Effect: The dragon uses *bite* and *claw* or uses *claw* twice.

Minor Actions

Growing Heat (fire) ✦ **Recharge** at the start of any turn when *noxious fumes* is aura 1
Effect: The *noxious fumes* expands to aura 3. At the start of the dragon's next turn, the *noxious fumes* expands to aura 5. At the start of its following turn, the dragon makes the following attack.
Attack (No Action): Close burst 5 (enemies in burst); +18 vs. Reflex
Hit: 2d10 + 5 fire damage, and ongoing 10 fire damage (save ends).
Effect: The *noxious fumes* aura reverts to its original state and size (aura 1).

Lava Vent (fire, zone) ✦ **Recharge** when first bloodied
Effect: The dragon creates a zone in an area burst 1 within 10 squares that lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 10 fire damage.

Triggered Actions

Sudden Flare (fire) ✦ **At-Will**
Trigger: The dragon is hit by a fire attack.
Effect (Free Action): Each enemy in the dragon's *noxious fumes* aura takes 10 fire damage.

Str 23 (+13)	**Dex** 20 (+12)	**Wis** 22 (+13)
Con 21 (+12)	**Int** 17 (+10)	**Cha** 19 (+11)

Alignment unaligned **Languages** Common, Draconic, Primordial

2 Oath Wights **Level 14 Elite Controller**
Medium natural humanoid (undead), dwarf XP 2,000 each

HP 140; **Bloodied** 80 **Initiative** +11
AC 27, **Fortitude** 25, **Reflex** 24, **Will** 26 **Perception** +7
Speed 6 Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
Saving Throws +2; **Action Points** 1

Traits

Inevitable Failure ✦ **Aura** 2
Enemies within the aura that aren't dominated by the wight take a -2 penalty to attack rolls, skill checks, and ability checks.

Standard Actions

Rotting Touch (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: 3d10 + 6 necrotic damage, and the target cannot regain hit points until the end of the wight's next turn.

Frustration's Fury (charm, psychic) ✦ **Recharge** when the wight uses *promised return*
Attack: Close burst 5 (two enemies in burst); +16 vs. Will
Hit: 3d10 + 6 psychic damage, and the target uses a free action to make an at-will attack of the wight's choice, which can include a charge, against a creature of the wight's choice. If the target's attack misses, the target of *frustration's fury* is dominated (save ends).
Miss: Half damage, and the target is dazed until the end of the wight's next turn.

Minor Actions

Accursed Gaze (charm) ✦ **At-Will** (1/round)
Requirement: The wight must be bloodied.
Attack: Ranged 5 (one creature); +18 vs. Will
Hit: The target is dominated until the end of the wight's next turn.

Triggered Actions

Oath's Agony (necrotic) ✦ **At-Will**
Trigger: An enemy within 2 squares of the wight takes damage.
Attack (Immediate Reaction): Close burst 2 (triggering enemy); +18 vs. Will
Hit: 4d6 + 6 necrotic damage, and the target is dazed until the end of the wight's next turn.

Promised Return (healing) ✦ **Encounter**
Trigger: The wight drops to 0 hit points.
Effect (No Action): The wight is removed from play until the start of its next turn. The wight then appears with full hit points in an unoccupied square within 5 squares of its last location.

Str 12 (+8)	**Dex** 18 (+11)	**Wis** 8 (+6)
Con 20 (+12)	**Int** 12 (+8)	**Cha** 22 (+13)

Alignment evil **Languages** Common

45. Holding Room

Exploration Encounter

The main holding area of this room contains a magic prison cell. In ages past, Baba Yaga used the cell to study the creatures she summoned in her conjuring hall (room 28).

Light: Bright magical light.

Read:
You enter a small, rectangular chamber that contains a few doors and stairways. Nothing seems to be stirring.

At first glance, chamber A has nothing of particular interest, but one wall includes a secret door (Perception DC 22 to discover) to the hidden holding chamber beyond. The door is locked (Athletics DC 30 to break; Thievery DC 30 to open) and cursed. Any character who opens the door is attacked by the *curse of fused bones*.

When the adventurers enter chamber B from chamber A, read:
The door opens, revealing a corridor leading to a large octagonal chamber. Its walls are made of white marble with black and red veins running throughout. In the center of the chamber is a field of shimmering light 30 feet across.

A magic prison made of raw force occupies the center of chamber B. Creatures can see through the walls of the force prison, but they cannot move through them and do not have line of effect through them. A character can deactivate or reactivate the force prison by making a DC 30 Arcana check. A successful DC 22 Arcana check allows a character to make the field opaque from both sides or opaque from one side, as well as to manipulate the level of light inside the prison (darkness, dim light, or bright light).

Special Doorways: The ceiling in chamber B is enchanted. Anyone in the chamber can teleport creatures in the cell to and from the conjuring hall. Activating this teleportation effect requires a DC 30 Arcana check. Refer to room 28 for more information.

46. Control Room

Exploration Encounter

The control room is the nerve center of the hut. Here, the characters can learn how to control the hut, causing it to move, attack, and travel to other places.

Light: Dim magical light emanates from the mirror.

Read:

You enter a small hexagonal room with stone floors and wooden walls. The wooden ceiling is fifteen feet high. A large, ornate rug lies on the floor in the center of the room, and a large mirror giving off a dull glow hangs on one wall.

The characters can discover how to control the hut by making a DC 30 Arcana check focused on the rug or the mirror. Success reveals basic information on the control room's capabilities.

The controller of the hut must sit on the rug in the center of the room and concentrate on the magic mirror. The rug is cursed. If a creature other than Baba Yaga or her simulacrum sits on the rug, every creature in the room is attacked by the *curse of the chicken foot*.

Skill Checks: Baba Yaga and her simulacrum can control the hut without making skill checks, as can anyone the crone deems worthy. Other creatures must make the skill checks described below to activate the capabilities of the control room. Each check takes a standard action.

View (DC 22 Arcana or Perception): The character speaks the name of or visualizes the room of the hut that he or she wants to view. (This ability can also be used to view the area around the outside of the hut.) The mirror shows the designated room or area, and the character can mentally manipulate the view to see any part of a selected room in detail and can automatically detect the presence of any secret doors.

Speak (DC 22 Arcana or Perception): The mirror must already be viewing an area. The character's voice can be heard in the viewed area. Creatures in the viewed area can be heard by those in the control room.

Control (DC 30 Arcana or Intimidate): The character gains control of the hut for 1 hour. During this time, he or she can make the hut move, dance, and perform any action described in the hut's statistics block (page 5). The character cannot move the hut beyond the borders of the fence that surround it. If a character fails the check to control the hut, he or she cannot attempt the check again until 1 hour has passed.

Teleport (DC 30 Arcana or Nature): The character causes the hut to teleport to any location in the same world or on the same plane it currently occupies. This location must be known to the character and must be large enough to accommodate the hut and its surrounding fence. When the hut arrives in its new location, a new fence, picket skulls, and gate immediately form around the hut. The fence, the picket skulls, and the gate left behind immediately crumble to dust.

Plane Shift (DC 30 Arcana or Religion): The character causes the hut to plane shift (similar to the Plane Shift ritual) to any location on any world or plane other than the one where it currently resides. The location must be known to the character and must be large enough to accommodate the hut and its surrounding fence. When the hut arrives in its new location, a new fence, picket skulls, and gate immediately form around the hut. The fence, the picket skulls, and the gate left behind immediately crumble to dust.

Special Doorways: A trapdoor in the floor leads to room 14, and a trapdoor in the ceiling leads to room 4. Each trapdoor is cursed. Any character who touches the door leading to room 4 is attacked by the *curse of morphing flesh*. Any character who touches the door leading to room 14 is attacked by the *curse of the mad mind*.

47. Guest Rooms

Exploration Encounter

The characters come upon guest rooms that are made available to all visitors, not just hags.

Light: Bright magical light in chamber A; chambers B and C are initially in darkness.

Read:

A long, wide corridor permeated by magical light stretches before you. Several doors and a stairway lead to other areas.

This room contains guest chambers for visitors to the dancing hut. The central corridor (chamber A) is nondescript.

Chambers B and C each contain a variety of beds, tables, desks, chairs, and bookshelves. If no guests are

present, these chambers are dark, but they contain lamps and candles that can be lit.

If the characters have come to the hut as guests of Baba Yaga, chamber B includes furniture and other items that have been personalized for their stay. For example, if one of the adventurers is an elf warrior, chamber B contains a feather bed, a weapon rack, and a painting depicting a beautiful forest landscape.

The characters might be able to discern the nature of some of the hut's current guests by examining the furniture and decorations in chambers B and C.

48. Servants' Quarters

Combat Encounter Level 15 (6,800 XP)

These chambers are the personal quarters of the hut's servants and guardians. The monsters here don't take kindly to intruders.

Light: Dim magical light.

Monsters: 2 derghodemons, 4 diakkas.

Read:

You enter a large room dotted with ratty cots and broken bits of furniture. The area is filled with flickering magical light and the stench of decay. You hear footsteps and guttural voices nearby.

When the adventurers enter this room, they see no immediate threats. Allow them to explore the separate chambers a bit before running into any monsters. The guardians have retired to their quarters in between duties, and they attack characters on sight.

Treasure: Three gemstones, each worth 1,000 gp, are strewn about the room.

Tactics: The monsters take the characters' intrusion as an affront to their safe haven. Their attacks are uncoordinated, and they do not care if their actions endanger their allies. The derghodemons attack the nearest enemies. Diakkas attack from flanking positions that the demons provide.

2 Derghodemons — **Level 12 Elite Soldier**
Huge elemental magical beast (demon, earth) — XP 1,400 each

HP 254; **Bloodied** 127 — **Initiative** +10
AC 26, **Fortitude** 26, **Reflex** 22, **Will** 24 — **Perception** +11
Speed 6, burrow 6 — Darkvision
Saving Throws +2; **Action Points** 1

Traits

All-Around Vision
Enemies can't gain combat advantage by flanking the derghodemon.

Standard Actions

⊕ **Claw ✦ At-Will**
Attack: Melee 3 (one creature); +17 vs. AC
Hit: 1d8 + 5 damage.

† **Flailing Assault ✦ At-Will**
Effect: The derghodemon uses *claw* four times, no more than twice against a single target. If a single target is hit with *claw* twice, the derghodemon grabs the target.

Move Actions

† **Earth Furrow ✦ At-Will**
Effect: The derghodemon moves its burrow speed below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures' spaces. As it burrows beneath the space of a Large or smaller creature on the ground, the derghodemon makes the following attack against that creature.
Attack: Melee 3; +15 vs. Fortitude
Hit: The target falls prone.

Minor Actions

† **Death Hook ✦ At-Will** (1/round)
Requirement: The derghodemon must not have a creature restrained.
Attack: Melee 3 (one creature grabbed by the derghodemon); +15 vs. Fortitude
Hit: 2d8 + 5 damage, and the target enters the derghodemon's space, is restrained, and takes ongoing 10 damage (save ends all). If the derghodemon moves, the restrained creature moves with it.

Triggered Actions

Variable Resistance ✦ 2/Encounter
Trigger: The derghodemon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The derghodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses *variable resistance* again.

Str 27 (+14)	**Dex** 14 (+8)	**Wis** 20 (+11)
Con 23 (+12)	**Int** 5 (+3)	**Cha** 13 (+7)

Alignment chaotic evil **Languages** Abyssal, Supernal

4 Diakkas — **Level 14 Skirmisher**
Small fey humanoid — XP 1,000 each

HP 140; **Bloodied** 70 — **Initiative** +15
AC 28, **Fortitude** 26, **Reflex** 27, **Will** 25 — **Perception** +11
Speed 6 — Low-light vision

Traits

☼ **Infernal Squawking ✦ Aura** 2
Any nondeafened enemy in the aura takes a -4 penalty to attack rolls the enemy makes during another creature's turn. While the diakka is dazed, dominated, or stunned, this aura ceases to function.

Standard Actions

⊕ **Claw ✦ At-Will**
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d8 + 13 damage.

† **Scampering Attack ✦ At-Will**
Effect: The diakka shifts up to its speed and uses *claw* once at any point during the movement.

† **Piercing Beak ✦ Recharge** ⚁ ⚀
Effect: The diakka can jump up to its speed before the attack.
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 1d8 + 13 damage, and ongoing 10 damage (save ends).
First Failed Saving Throw: The target is also weakened (save ends both).

Skills Athletics +13

Str 12 (+8)	**Dex** 23 (+13)	**Wis** 18 (+11)
Con 20 (+12)	**Int** 10 (+7)	**Cha** 10 (+7)

Alignment evil **Languages** Common, Elven

About the Author

Craig Campbell is an architect by day and a Dungeons & Dragons player, DM, and freelance designer by night. He has written for the RPGA, *D&D® Insider*, and *Dragon®* and *Dungeon®* magazines, with more than twenty articles and adventures to his credit. Although he currently lives in Atlanta, Georgia, he knows he'll always be a yankee at heart.

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Monster Manual Update: Choker

By Logan Bonner

Illustration by Izzy

The greedy chokers hide in caverns and among trees, attacking and strangling victims with their flexible arms.

A choker is ideally suited to hunting in the Underdark, preying on intelligent creatures of significant size. Its undulating, fluid body has a cartilaginous frame that allows its limbs to flex and coil so the creature can squeeze into small spaces and hide easily. Its mottled skin can change color and texture to resemble its surroundings. Thus, a choker might spring unexpectedly out of a chimney, a large urn, or a treasure chest. These traits help the choker ambush victims, while its muscular, malleable appendages give it the means to choke the life from them.

Murderous and Greedy: Chokers don't feel any sympathy for the creatures they kill. They live and hunt alone because they see even other chokers as prey. After a choker strangles a victim, it loots the body for any baubles it can find before consuming the meal. Glittering gems draw a choker's eye. The creatures like to hoard such treasures, which they sometimes take out to fondle and admire. Chokers aren't particularly intelligent, but they can be bribed. For the promise of beautiful gems it can keep forever, a choker might pass up a meal that would feed it for only a few days. Chokers might work with other creatures, but only if compensated. Some drow employ them as sentries or assassins, feeding them slaves when necessary. Other drow frown on this practice because chokers aren't as predictable as more intelligent slave races.

Climbers and Cave Dwellers: A choker lair can be reached only by climbing. Cavern chokers inhabit cracks in underground cave walls or alcoves and corners of ceilings in dungeon rooms. Such lairs connect to small, twisting tunnels that are difficult for other creatures to find. Feygrove chokers make their homes in the boughs of giant trees, whether in a natural crevice or an arboreal hut built from fallen branches. All chokers are extremely protective of their lairs, and they attack anyone who invades their territory.

Feeders on the Fringes: Chokers stay close to humanoid settlements so they can hunt their favorite prey—those spindly, fragile necks are too attractive to resist. Outcasts, stragglers, and hermits make choice targets. The massive cities of the Underdark, particularly those of the drow, the duergar, and the svirfneblin, have to contend with nearby cavern chokers. Feygrove chokers menace eladrin cities and

"You go on ahead. I'll keep watch back here. Hey, is that a—Hkkgrggll...."

—Tamryn Hawkseye, last words

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the sprawling tunnels of fomorian domains in the Feydark

Chokers stay aware of what's going on around them, looking for opportunities to make an easy kill. During a heated battle, a choker might slip away unnoticed to throttle an archer or a mage standing beyond the fray.

Cavern Choker	**Level 4 Lurker**
Small natural humanoid	XP 175
HP 42; **Bloodied** 21	**Initiative** +9
AC 18, **Fortitude** 16, **Reflex** 16, **Will** 14	**Perception** +3
Speed 6, climb 6 (spider climb)	Darkvision

Traits

Chameleon Hide

The choker gains total concealment as long as it is not grabbed by or grabbing a creature.

Standard Actions

Choking Tentacle ✦ At-Will

Requirement: The choker must not have a creature grabbed.

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 1d8 + 7 damage, and the choker grabs the target (escape DC 21). Until the grab ends, the target takes ongoing 10 damage.

Triggered Actions

Body Shield ✦ Recharge when the choker hits with *choking tentacle*

Requirement: The choker must have a creature grabbed.

Trigger: The choker is hit by a melee or ranged attack from an enemy other than the grabbed creature.

Effect (Immediate Interrupt): The triggering attack targets the grabbed creature instead of the choker.

Skills Stealth +10

Str 17 (+5)	**Dex** 17 (+5)	**Wis** 13 (+3)
Con 12 (+3)	**Int** 6 (+0)	**Cha** 6 (+0)

Alignment unaligned **Languages** Common

Feygrove Choker	**Level 12 Lurker**
Medium fey humanoid	XP 700
HP 91; **Bloodied** 45	**Initiative** +14
AC 26, **Fortitude** 24, **Reflex** 24, **Will** 21	**Perception** +7
Speed 8 (forest walk), climb 8 (spider climb)	Low-light vision

Traits

Chameleon Hide

The choker gains total concealment as long as it is not grabbed by or grabbing a creature.

Standard Actions

Choking Tentacle ✦ At-Will

Requirement: The choker must not have two creatures grabbed.

Attack: Melee 3 (one creature); +17 vs. AC

Hit: 2d8 + 11 damage, and the choker grabs the target (escape DC 28). Until the grab ends, the target takes ongoing 15 damage.

Vine Fetter ✦ Recharge

Attack: Area burst 3 within 10 (enemies in the burst); +15 vs. Reflex

Hit: The target is restrained (save ends).

Triggered Actions

Body Shield ✦ Recharge when the choker hits with *choking tentacle*

Requirement: The choker must have a creature grabbed.

Trigger: The choker is hit by a melee or ranged attack from an enemy other than the grabbed creature.

Effect (Immediate Interrupt): The triggering attack targets the grabbed creature instead of the choker.

Skills Stealth +15

Str 19 (+10)	**Dex** 18 (+10)	**Wis** 13 (+7)
Con 13 (+7)	**Int** 6 (+4)	**Cha** 6 (+4)

Alignment unaligned **Languages** Elven

About the Author

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GAMER RAGE

So in response to piracy they're going to make sure the only way I can get a PDF copy is by piracy? That's pure fucking genius, right there.